BY THE EDITORS OF
CONSUMER GUIDE

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Super Strategies for Nintendo

- THE SIMPSONS
- G.I. JOE
- THE LITTLE MERMAID
- ROBOCOP 2
- GREMLINS 2
- DOUBLE DRAGON III
- ADVENTURE ISLAND II
- METAL STORM
- THE BUGS BUNNY BIRTHDAY BLOWOUT
- FLYING WARRIORS
- BASE WARS
- TOTALLY RAD
- ARCH RIVALS
- QUANTUM FIGHTER
- PIPE DREAM
- METAL MECH
- GAME BOY SECTION

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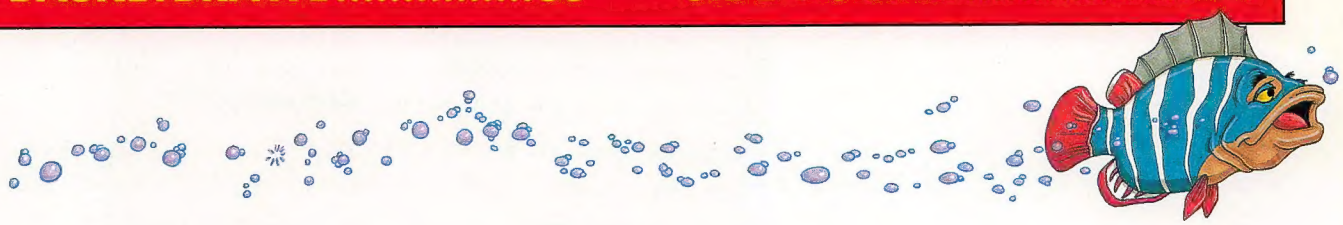

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INTRODUCTION

The newest Nintendo games are an incredible blend of intricate graphics and complex game play. Their story lines stretch the imagination with complicated plots and exotic settings. Well-known tunes are digitalized to become background music for the action. The fun and fantasy of games is constantly improving, but there is one thing about playing Nintendo that always remains the same: You want to beat the computer and win the game. *Super Strategies for Nintendo* will help you succeed. This publication is packed with winning strategies for 22 hot new NES game paks and six exciting games for Game Boy.

These new games take you on adventures to places you may have dreamed of visiting. You can flip along with Ariel in her exciting new adventure, *The Little Mermaid.* She can outrace any turtle you have ever seen, mutant or otherwise. Fans of her movie will love the chance to get back under the sea. Master Higgins returns for more thrills and chills in *Adventure Island II.* In this game you adventure on land, in the water, and across the clouds.

Don't have a cow, man! Join the whole weird family for adventure in *The Simpsons: Bart vs. the Space Mutants.* Bart tightrope-walks across the clotheslines of Springfield when he wants to travel by air. He also leaps off trash cans and rides a skateboard in his quest to save his hometown and the world from alien invaders. *Yo! Noid* is hot from a pizza commercial. This odd guy bounces around when he is on the ground, but when he really wants to move he hops on his Hyperboard skateboard or his Pizza Crusher pogo stick. Digger T. Rock, star of the game of the same name, is a cautious fellow. He uses a rope ladder when he can find one to avoid painful falls as he searches for the underground Lost City.

Gizmo the friendly Mogwai rides dizzying conveyor belts in *Gremlins 2: The New Batch.* Soaring Eagle can fly above the clouds when he finds the right special item in *Whomp 'Em.* Jake can turn into a ball to bounce above his enemies in *Totally Rad.* And wait until you see Bugs hop from pillar to post in *The Bugs Bunny Birthday Blowout.* Scrooge McDuck, the richest duck in the world, can afford to hire his transportation: He summons Launchpad for a lift to his vault in *Disney's DuckTales* for Game Boy. Believe it or not, you can hop aboard a wandering head of lettuce in *Princess Tomato in the Salad Kingdom.*

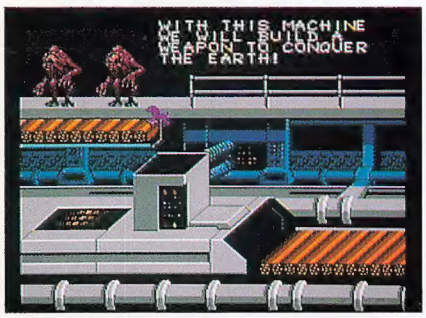
If you are into sports, you will get a thrill slipping and sliding downhill in an inner tube in *Ski or Die.* There's cool pool action in Game Boy *Side Pocket.* If you are looking for a fight, here are three rough-and-tumble ways to go: Forget the rules when you move down the basketball court in *Arch Rivals: A Basketbrawl* or *In Your Face* for Game Boy. Speed around the base paths on legs and tracks of iron in the strange baseball game *Base Wars,* where close plays are settled by Cyborg-to-Cyborg combat. Get your feet really moving in this trio of kick-'em-up challenges: *Double Dragon III, Jackie Chan's Action Kung Fu,* and *Flying Warriors.*

If you're into heavy metal, you'll want to suit up and stride across town as RoboCop 2 or sit inside the futuristic fighting machine Metal Mech or the gravity-defying gunship of *Metal Storm.* Hop a tank and storm the desert and everywhere else as G.I. Joe or as the commander of *Operation C* for Game Boy or the *Mercenary Force.* Get really small and battle viruses inside a computer in *Quantum Fighter.*

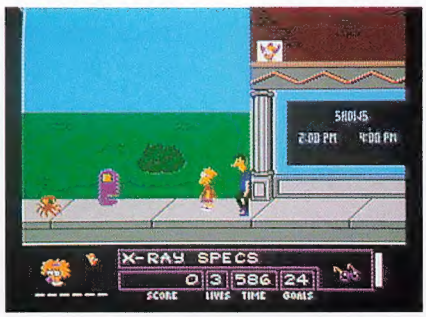
After all this excitement, you may want to chill with a quiet but maddening brain teaser. This publication includes playing tips for *Dr. Mario* and *Pipe Dream.* No matter where you want to go with Nintendo and Game Boy, *Super Strategies* is your ticket to travel.

THE SIMPSONS
BART VS. THE SPACE MUTANTS

Aliens have landed in Springfield and plan to use the town as their base for world domination. They didn't count on the presence of the fearsome Simpson family. You start the game with Bart and pick up Maggie, Lisa, Marge, and Homer along the way. The game moves from the streets of Springfield to the Shopping Mall, the Krustyland Amusement Park, the Museum of Natural History, and finally the Nuclear Power Plant. Bart comes equipped with three basic weapons: spray paint, slingshot, and dart gun. *Bart vs. the Space Mutants* is a challenging game that requires patience and practice.



The game's story line is hard to follow, but all you need to know is that the aliens require a lot of strange items to complete their evil machine of world domination. They start by collecting anything that's colored purple, then they move on to hats, balloons, exit signs, and finally nuclear power rods.

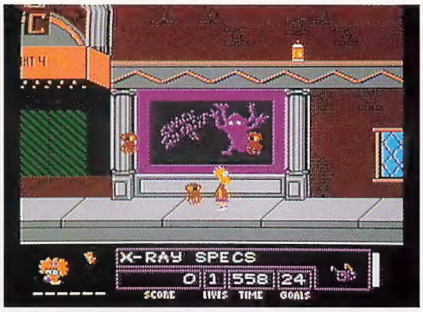


Jump and move to the right as soon as the spider lands in front of you and then jump again immediately, moving to the right and away from the spider.

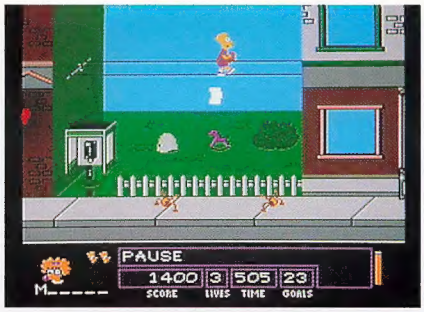
Super Strategy: You can collect extra lives by grabbing the Krusty icons. The first one in the game is over the movie theater. You can't get it the first time you see it, but after you come to the clothesline, you can go back to the left over the rooftops.

Is that an alien or a normal resident of Springfield? The only way to find out is to put on your X-ray glasses. The screen changes color, enabling you to see an antenna head. Be careful not to jump on a regular citizen; if you do, you lose points.

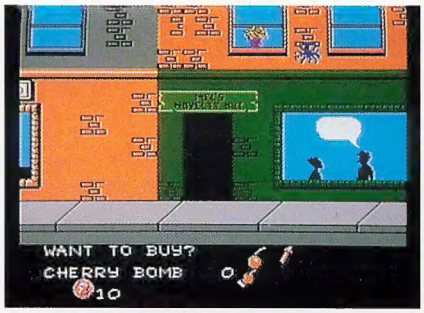
Super Strategy: The movie theater advertises showings at 2:00 and 4:00 P.M. daily. Work your way there when the timer reads 200 or 400, and you meet a purple Boy Scout.



Don't let the spastic spiders distract you. Halfway across the screen, take a look at the movie poster for *Space Mutant 4*. It's purple. Spray the alien to change the whole wall to red.

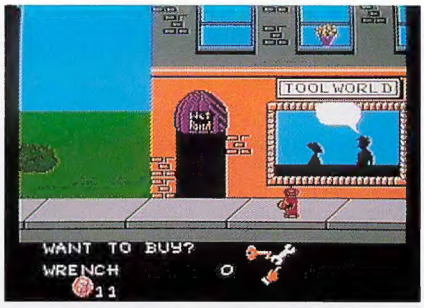


The hopping spiders just past Moe's are a difficult obstacle. You also want to change the color of the lawn toys in the yard. The solution to both problems is to jump onto the stool of the telephone booth, then jump onto the roof of the booth, and jump once more onto the clothesline. As you walk by the hanging sheets, you'll knock them off and cover the purple objects.

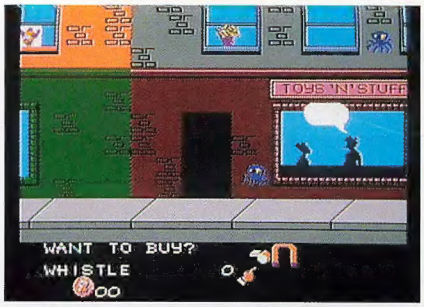


Pick up a cherry bomb from Mel's Novelty Hut and carry it with you until you get to the Pet Shop. Don't stop to ask the price of the purple bird in the window; use the bomb to frighten the bird and make it fly away.

There's a can of spray paint on the ledge above Moe's. It is an important tool to complete the game. Later, you come to a phone booth. Put a coin in the telephone and call Moe's. You get to try out some of Bart's stupidest jokes on the bartender. Then, get in front of Moe's door. When a man dressed in purple comes out, spray him.



Stop by Tool World and spend some of your coins on a wrench. Then go back outside and use the wrench to open the fire hydrant. The spray of water washes away the wet purple paint on the canopy.



A guy like Bart can never have too many loud and obnoxious toys. Go to Toys 'N' Stuff and buy a whistle to keep in your pocket. Later in the first level, when you find yourself outside the Old Age Home, blow the noisemaker. Grandpa will get a hoot out of it and toss you a few coins.

Bounce off the conveniently placed trash can and land on the windowsill. Move to the left and knock over the bucket of red paint; it covers the dangerously purple awning below.

Near the end of the Level 1, you find the Bowlarama that is guarded by dancing spiders. On this screen you are just one letter away from summoning Maggie to help you. You earn one letter for each alien you take out.

Pick up the magnet you find on the first level, and then use it to fix the Wheel of Chance in the carnival challenge of Level 3, the Krustyland Amusement Park. At the fun house, jump in Krusty's mouth to enter a secret room. If Bart enters the strongman contest, he might win a slingshot.

Super Strategy: Head for the red and white tents in the carnival scene of Level 3 to find more warps. When you get to the last tent, jump on the windowsill and push down; this lets you use all the other tents.

You find a speedy skateboard in the field behind the statue of Jebediah Springfield, the founder of the Simpsons' hometown. There is also something purple on the statue's arm. You face an obstacle course of sawhorses, snapping dogs, and other problems as you travel from left to right, but old Jebediah holds the secret to invincibility for Bart.

Level 2 takes place in the Springfield Shopping Mall. Here the mutants are collecting hats. Your assignment is to grab as many hats as you can before the aliens get them. You have to knock them off the heads of the shoppers.

Super Strategy: The first ashtray after the first escalator in the mall is the entrance to a secret warp leading to a room full of hats.

Are you sure that dinosaur is really stuffed? The mutants are collecting exit signs from the Springfield Museum of Natural History in Level 4. Bart can grab the signs by touching them, or by shooting darts at ones located too high to reach. The dart guns are hidden among the exhibits.

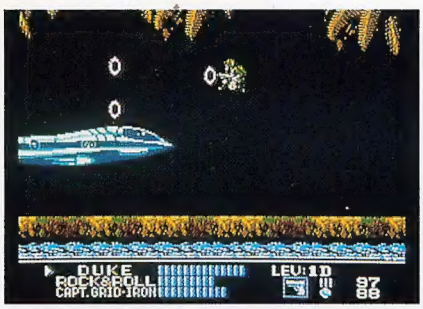
G.I. JOE

G.I. Joe has challenged the evil forces of the Cobra Operation in many different settings, but none is more dangerous and intriguing than this Nintendo game. There are several hundred highly detailed screens across the six levels of action. For each mission, you control a team of three commandos. General Hawk assigns the team leader and you pick the two other fighters. There is Duke, who is good at everything; Rock & Roll, who is a weapons expert; Blizzard, who is a pro in cold-weather operations; Capt. Grid-Iron, who fights well hand to hand; and Snake Eyes, who is a martial-arts genius.

At the start of Mission 1, Duke approaches the Cobra base within the Amazon. He has no weapons yet, so good timing is essential. Approach the soldier and take him out in close combat. Keep an eye on the trees for power-ups including pistols, ammunition, and bulletproof vests. Hidden K rations replenish one section of the Life Bar, while chevrons add to your character's Life Bar.

The challenge of each mission requires different skills. When you choose team members, look at their stamina and skills. Blizzard may not be the best choice to accompany Duke and Capt. Grid-Iron on Mission 1 in the Amazon jungle.

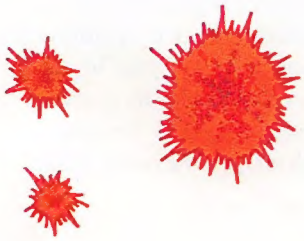
Be sure to grab pistol icons whenever they appear on screen. Each member of the team can power up his weapon through four power classes. The level of the weapon is indicated on screen from 1A to 4C and then Max. If you lose a character, he drops down one weapon level. If you lose all three characters in a mission, they all return to Weapon Level 1A when you resume play.



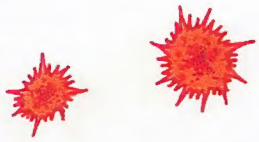
The battle against the Cobra Condor Z-25 at the end of Stage 1-1 requires a bit of perseverance. Shoot at the nose of the plane until it breaks into two parts, and then blast away at its rear section.

Super Strategy: Jump out of the way of the missiles that the plane fires by learning the rhythm of the launches.

You must know how to use the guys on your team to your best advantage if you want to succeed in this game. Here are the stats on Duke, Capt. Grid-Iron, and Rock & Roll. Duke's jumping ability is supreme, but his punch packs less wallop than the captain's. Rock is a terror with his Gatling Gun in hand.

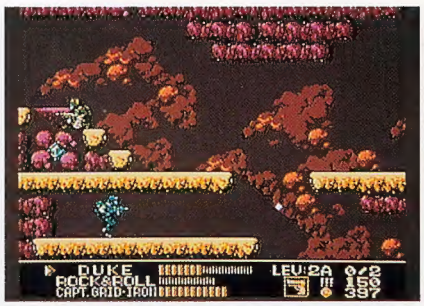


In Stage 1-3 you find a one-man Cobra Interrogator helicopter hidden atop this wall. Shoot out the stones and climb up to where they were. Then use your team member with the highest jumping ability to soar up through the column to its top.



Jump aboard the Interrogator and go for a cruise. While you fly the copter, you are nearly indestructible, but its Life Bar is short. Press the A button to fly up, and release it to drop. The B button sprays bullets.

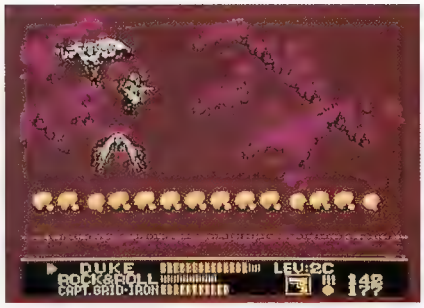
Super Strategy: Watch the Life Bar for each character and change to another fighter when you lose a life. If the bar reaches zero, you have to go back to the start of a mission with one fewer team member. When you complete a stage, you regain some of your Life Bars. When you get to the end of a mission, the meter is fully restored.



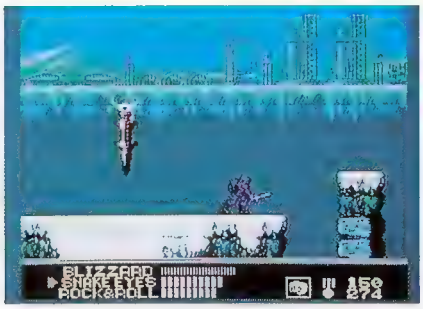
You enter the large Amazon base from the top left and have to clear two checkpoint bombs before leaving through a door near the bottom right of the maze. Go to the platform one level down from the one shown here and then jump across a gap to find the first checkpoint. The second checkpoint is on the bottommost platform to the right, just to the left of the exit.

When you reach a checkpoint, you automatically arm a time bomb. The screen changes to show the bomb and its timer. The amount of time remaining on the clock is transferred to your game clock. You only have that many clicks to find any remaining bombs and get out the exit door.

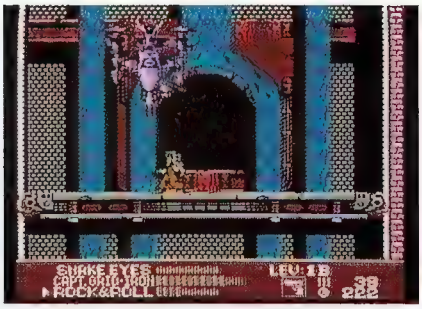
Super Strategy: You can see how many bombs remain in each mission by reading the number at the top-right corner of the status area at the bottom of the screen. The number indicates the bombs that you have found and bombs that are still hidden like this: 1/2.



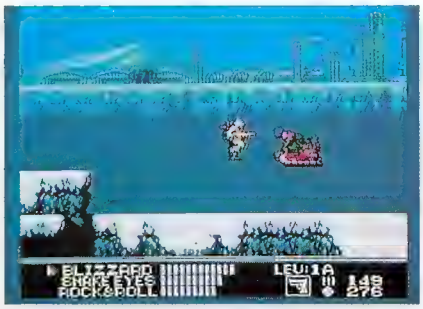
Raptor is the boss of Stage 1-2. In the action areas, including Mission Start and Escape Routes, save your weapons and use hand-to-hand combat as much as possible. Use hand grenades against the Cobra Commanders you meet at the end of each mission.



What goes up must come down. Outside the Antarctica base you see missiles blasting off in the background. Don't stand still or one may come down right on your cold head.

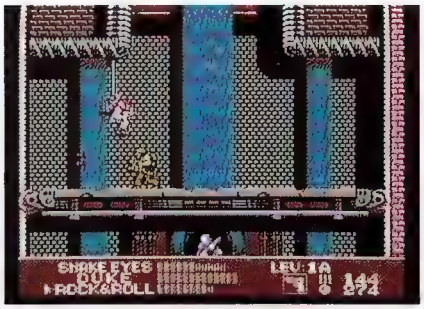


The boss of the sewer is the Cobra Sea Ray. Watch the upper part of the screen because the Ray descends suddenly and violently from above. You want to switch to a well-armed member of your squad for this battle.

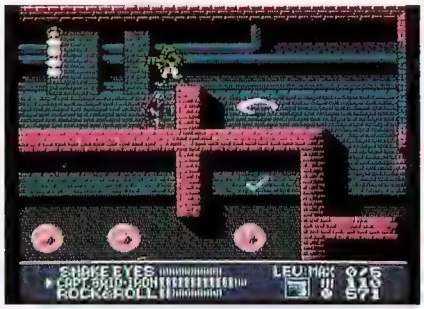


Here in the Antarctica base in Mission 2, watch out for enemies who speed by on snowmobiles. In the base there is a hidden helicopter in a chamber at the bottom center. You have to blast your way through walls to find it, but not all the walls are solid. There is a hidden passageway.

Super Strategy: If you power up the weaponry for a particular character and then don't use him until later in the game, he retains his full strength. Boost the Weapon Levels of your favorite fighters early in the game and then save them for Mission 4 or higher. The Weapon Levels are stored in the password and can be recalled for later games.

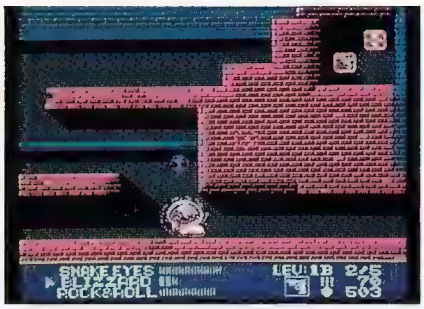


New York is a sewer, and the approach to the Super Computer base of Mission 3 takes you through it. Enemies are above and below, and conveyor belts and other machinery get in your way. Snake Eyes is the leader of this mission, and his high-jumping Ninja skills are a definite advantage.



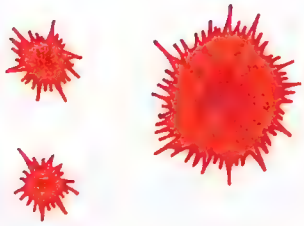
Here is the first of five checkpoints in Mission 3. Capt. Grid-Iron is the designated fighter here, and his Weapon Level is at its maximum power. In this mission you enter from the right side at the middle level and head left and up to the exit.

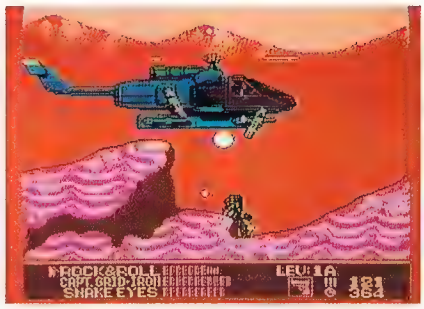
Super Strategy: There is a hidden Buzz Boar directly above the entry point; go left and up, and jump across the gap.



Here is your chance to become a moving electric can opener: the Buzz Boar. It makes for a comfortable and safe ride while it lasts. Head immediately for checkpoints, but don't overlook the power-ups, such as the pistol and chevron to the right in the chamber.

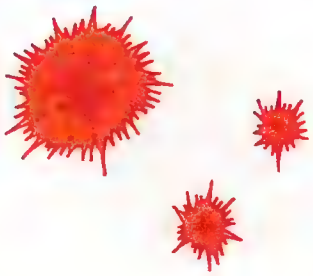
In the Black Hills, the competition is stiff. There are a lot of special items hidden in the walls and rocks; blast away to free them.

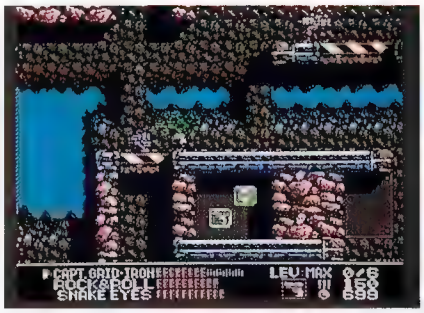




At the start of the Sahara base in Mission 5, you immediately face a fearsome gunship. After you destroy it, stay on the ground. Do not jump. You will uncover all sorts of valuable power-ups and special items hidden in the burning sand. Inside the base itself, look for unusual stripes in the walls: They are tipoffs to walk-through areas.

The Black Hills of Mission 4 are a dark and foreboding place, full of enemies. Before you fight the nasty Hydroviper with the crescent sword on the first ledge of the white cliffs, try walking through the wall at the left side. You uncover a hidden Cobra Pogo. This vehicle is perfect for jumping high up in the hills.





You start in the middle of this vertical level, work your way down, and then all the way up to the exit to find and set six time bombs. Use Snake Eyes to jump above the striped platform to free a Buzz Boar. At the bottom-right corner, there's another Buzz Boar hidden inside the rock.

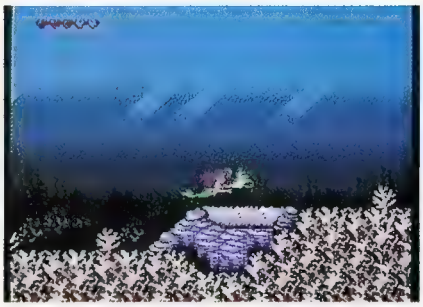
Super Strategy: Use these super-secret passwords to sneak a glimpse of the upper levels:
BRJJ0VD8H for Level 2
JRBJS0D87 for Level 3
5SPS252Z0 for Level 4
5369N5XGG for Level 5
X369NXXGB for Level 6

The final challenge at Cobra Headquarters, Mission 6, is led by Gen. Hawk himself. There are no less than eight checkpoint bombs. When you enter the base, go as far to the right as you can and use a grenade to explode a hole in the floor to clear a trove of special items.

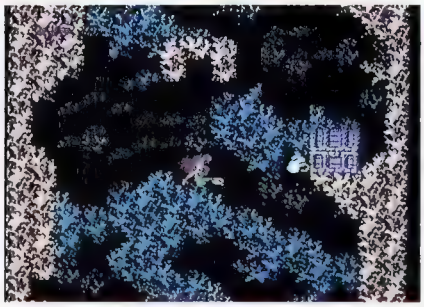
Super Strategy: Just when you think the game is over at the end of Mission 6, you go back to the beginning for another trip through the missions. Only this time you have only two team members and the checkpoints are in new places. There is also a third time through the game.

THE LITTLE MERMAID

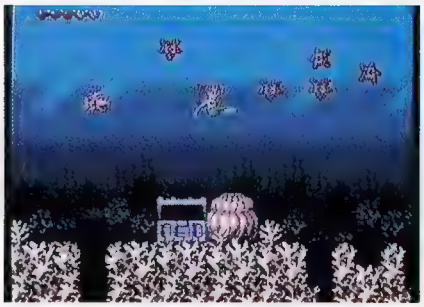
Ariel is only a little mermaid, but she faces an enormous challenge in this charming Nintendo game. The evil Witch Ursula has taken over the ocean, making it a dangerous place. Flounder, Sebastian, Scuttle, and all the other friendly creatures of the sea are in trouble, and Ariel must save them. She has shells to protect her and bubbles to capture her enemies. This game is just what girls who play Nintendo have been waiting for. It has cute graphics and plenty of excitement but nothing too scary. The special soundtrack even includes a bouncy digital version of "Under the Sea."



In the Sea of Coral at the start of the adventure, Ariel faces a school of unfriendly fish. She can avoid some of them by swimming away. You take care of the others by pressing the A button to swish Ariel's tail and send out bubbles. The first contact with a bubble freezes the enemy; the second captures the fish within a bubble. Grab the bubble or swat at it with her tail. Direct the bubble at another fish, and both it and the fish in the bubble are removed from the screen.

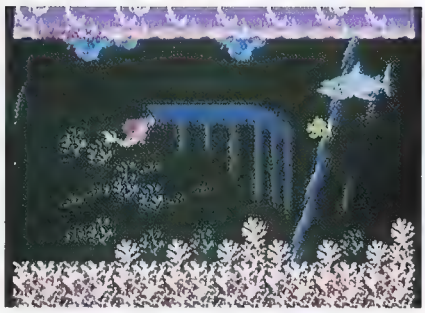


Don't miss a chance to grab shells. They protect you from many enemies while you carry them. They are also used to break open treasure chests. Many shells are on ledges and the sea bottom; others are hidden beneath the sand. Use Ariel's tail to dig them out.

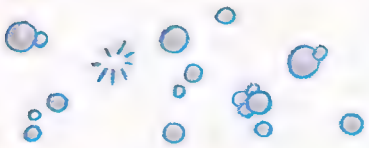


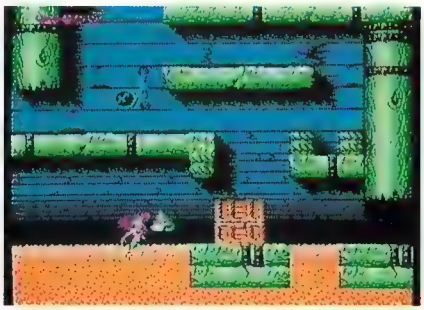
Watch the starfish that bubble up from the sea bottom; they drop down from the surface a moment later. Every time Ariel is touched by a fishy foe, she loses some of her strength. Keep an eye on the heart symbols at the top left of the screen to see her remaining life force.

Super Strategy: Blow bubbles at the starfish to freeze them for a short while.



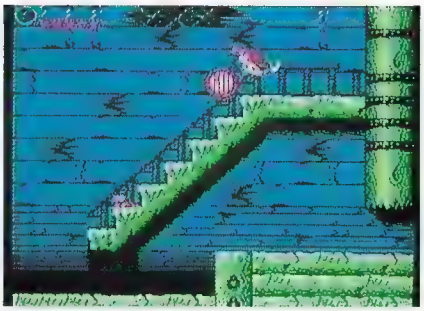
A large shark guards the exit from the Sea of Coral. There is nothing you can do about him yourself, but if you capture some little fish in bubbles and throw them at the shark, he soon swims away, leaving the exit unguarded.





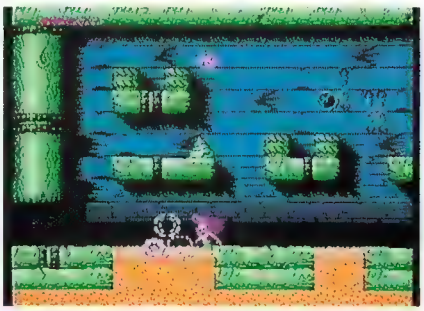
Use Ariel's tail to dig in the first sandy area you come to in the Sunken Ship. About two-thirds of the way across, you find a buried shell. Beware of octopi in this stage; their ink clouds make a mess of a mermaid.

Super Strategy: Hold onto a shell when you enter a treasure chest area that is defended by a lot of enemies. You can destroy most of them by running right into them while you carry a shell. When the area is clear, go for the treasure chest.



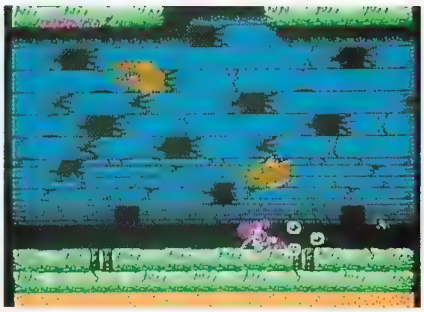
Roll the barrel down the stairs to crush any enemies in the way. Barrels also pop open any treasure chests that they run into before they leave the screen.

Super Strategy: At the start of the Sunken Ship, where there are only a limited number of shells, you should put down your shell and use a barrel instead.

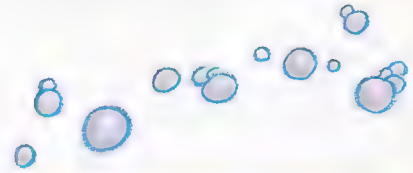


Dig in the sand to uncover hidden objects. You find Dinglehoppers (forks) and Snarfblatts (pipes) that are worth extra points. More important are hidden hearts that add to your life force, Ariel dolls that give you an entire extra life, and buried shells.

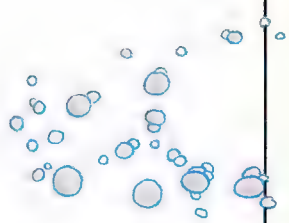
Super Strategy: Midway through the Sunken Ship stage, you can find an Ariel doll at the left side of one of the ledges. But there's a barrel in your way. Swish the barrel with your tail and let it smash into the wall. The doll isn't hurt, and you gain an extra life.

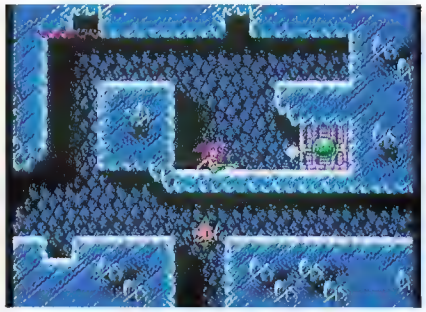


This ugly two-headed monster eel sticks out from the timbers. Destroy it by capturing frogs in bubbles and throwing them at its heads. It takes three or four hits on each of the heads. The frogs sometimes bunch up and make it difficult for you to carry a bubble to the eel.

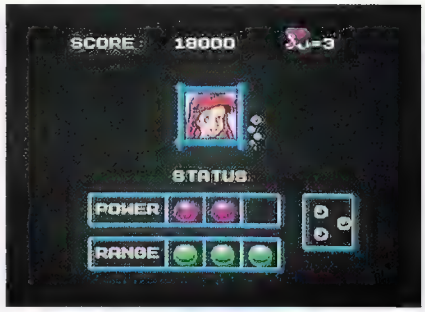


Ariel has to launch herself out of the water to get to this shell. Go to the surface and press the A button. Don't waste your shell on the first treasure chest you come to. It is empty; go for the second one.

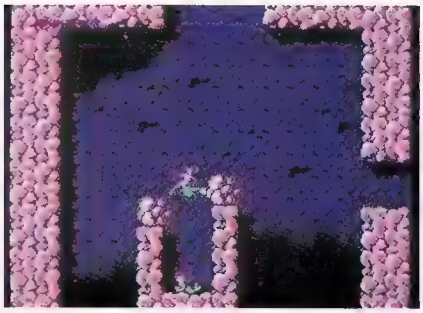




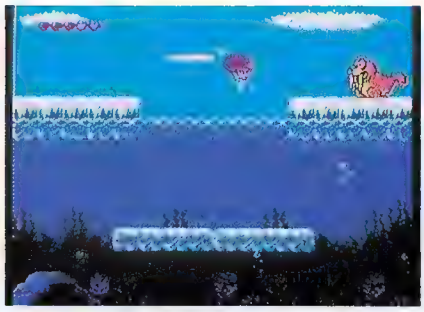
Beneath the Sea of Ice, you come to a maze that includes passages above the water and below the surface. Not all the spaces allow you to carry shells, so you have to find other ways to equip yourself.



Press the Start button to check your status. The number and kind of pearls you collect from treasure chests affect your abilities in the game. Red pearls increase your power. (You need two pearls to move a small stone and three for the largest.) Green pearls increase the distance your bubbles travel.



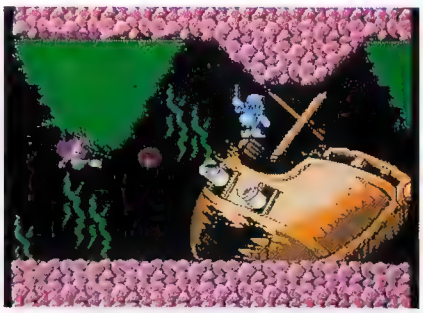
Below one cavern of the lava pit, there is an Ariel doll. To get her you need enough red pearls to have the power to move one of the rocks.



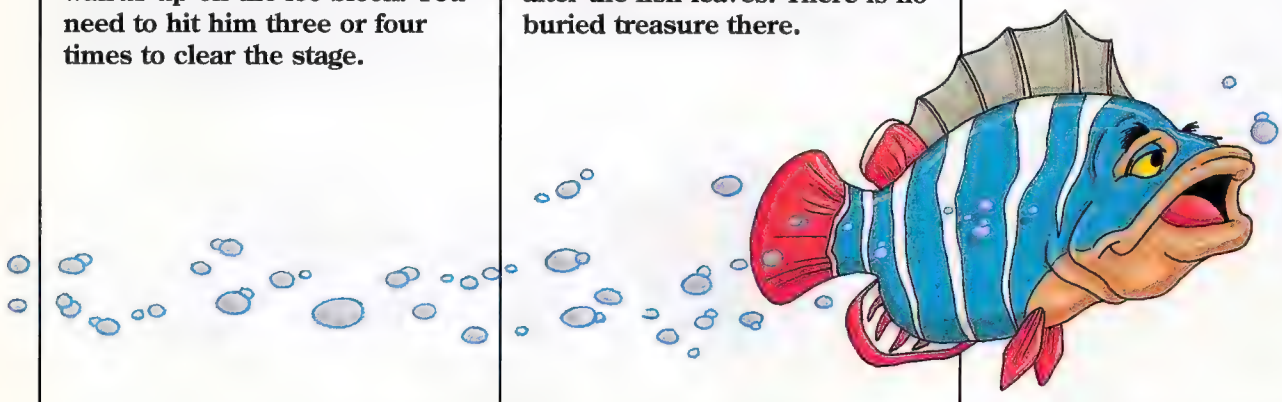
Defeating the walrus at the end of this stage is one of the more intricate challenges of the game. The trick is to grab shells from the unending supply at the bottom and rise to the surface. Swim across the open water with the shell in front of Ariel and then launch the shell at the walrus up on the ice block. You need to hit him three or four times to clear the stage.

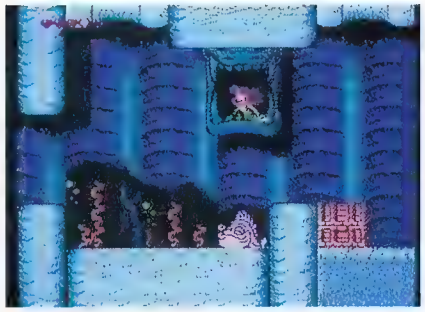
Welcome to the Undersea Volcano. See the tiny little yellow eyes sticking out of the sand? Get too close and a huge fish with those eyes on top of its head pops out.

Super Strategy: Don't waste your time digging in the sand after the fish leaves. There is no buried treasure there.



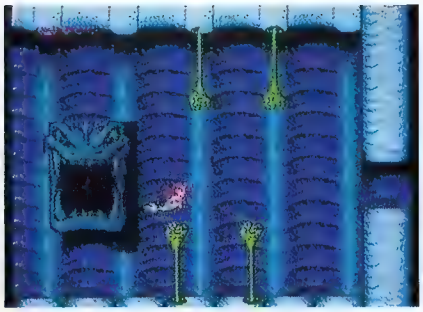
At the end of the Volcano stage on the sunken Spanish galleon, the nasty soldierfish commands a crew of spiky creatures and fishy cannonballs. Avoid the creatures and bubble over the fish. Then throw the fish-filled bubbles at the soldierfish to remove him.





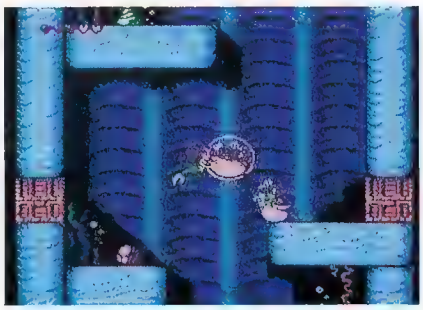
Swim up to one of the fish-mouth cave openings and press the A button to transport to another area. Press B again to continue moving. Use the barrel to knock open one of the treasure chests at the start of Ursula's Castle.

Super Strategy: The dragon's eyes shine when you are in front of the right tunnel out of the castle.



Avoid the clutches of these strange disembodied graspers and prepare yourself for your final meeting with the Sea Witch in her den.

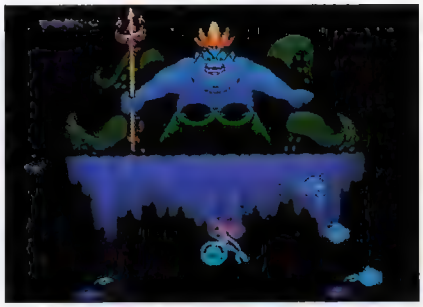
Just when you thought it was safe to come out of the water, the Sea Witch returns for one final attack, and now she is tremendous. Each time she throws a lightning bolt from her trident, the underwater currents change violently. Keep an eye on the small pieces of seaweed sticking up from the bottom to see which way the sea is moving.



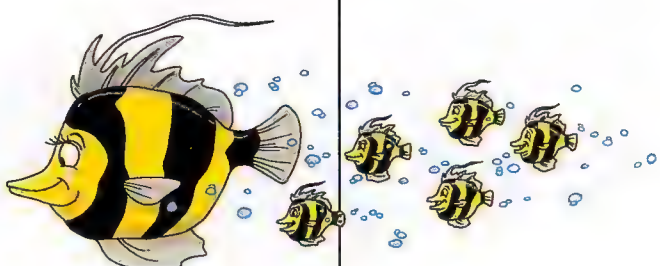
Take your time and consider your possibilities when you enter a complex screen like this one. There is a pair of menacing fish at center, a pair of treasure chests in the middle, and a shell at top left. Clear out the enemies long enough to allow you to grab the shell and then head for the chests.

Super Strategy: Use the B button to speed through the game, including the screen displays.

Avoid the spiky urchins that the Sea Witch throws your way and catch some of the fish (they're mostly at the bottom) in bubbles. Throw the bubbles at the witch's head. She turns green with rage each time you hit her, until she explodes.

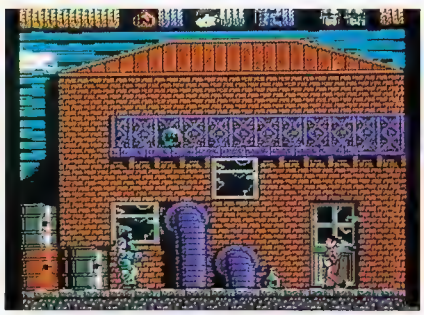


Catch the fish in a bubble and move straight up the front of the witch, avoiding the electricity from the trident and the creatures she spews forth. Land enough bubbles on her head, and she is done for. The game concludes with a happy ending, when Ariel marries Prince Eric.



ROBOCOP 2

This is a dangerous assignment: Your fingers will get a rough workout from shooting, punching, ducking, and jumping your way across, above, and below New Detroit in *RoboCop 2*. You are out to clean up the gritty city by arresting target villains and ridding the town of a dangerous substance called Nuke. RoboCop is well built to take a lot of punishment, but his ability to jump, soar, or stop quickly is severely limited by his heavy weight. Learning the unusual effects of gravity and magnetism on our hero is one of the most important skills to master for this dark, difficult challenge.

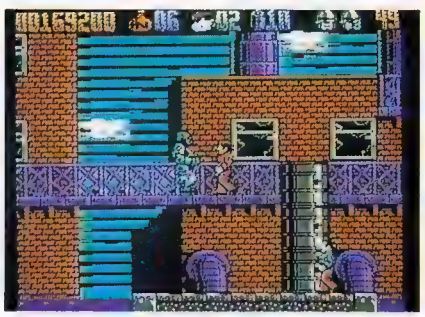


There's Nuke above and Nuke below, but once you have moved out of a scene to the right, you cannot go back. The lower route here at the start of the game is a little easier than your other choice.

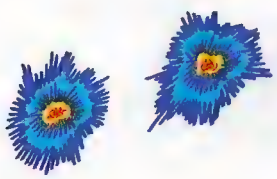
Super Strategy: A joystick or controller with a slow-motion feature makes things a little easier for you, especially at the shooting range.

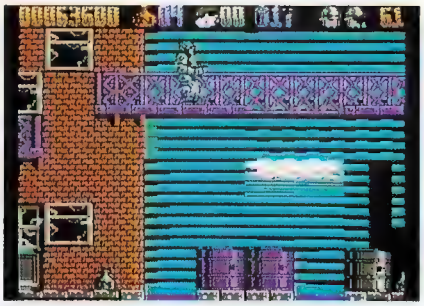
Watch for snipers who pop up from manholes. Shoot from a crouch or find a barrel to hide behind. Pop up only when you have a clear shot.

Super Strategy: This game has preprogrammed patterns. The same bad guys always come at you in the same places and follow the same motions. Advanced player make notes, so they know exactly what to expect.

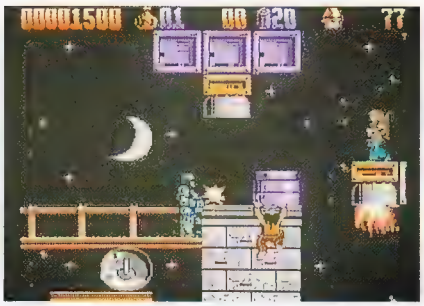


You're approaching a difficult jump for a man made of heavy metal. Once you are past this brown attacker, jump from the top of the steel column to the walkway at the upper right. This is easier than continuing on the middle level.

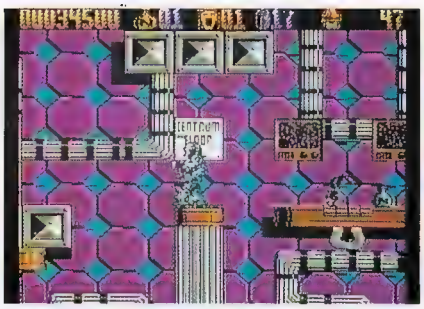




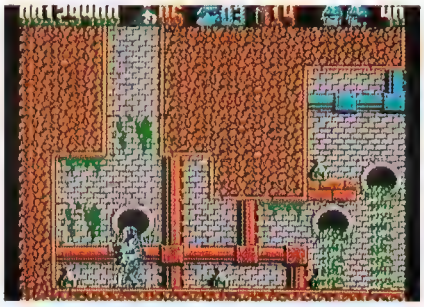
You are likely to fall through the floor of the walkway a few times before you discover the missing floor plates that are just ahead of RoboCop on this screen.



On the roof you've got to watch left, right, up, and down. There are rockets overhead. You must time your movements between down blasts. As you pass over the hostages, you rescue them.

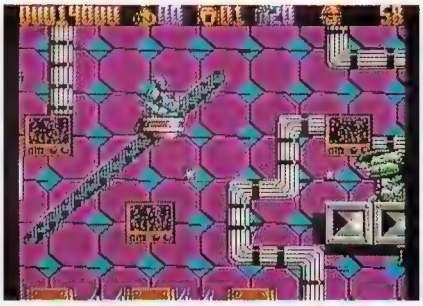


Move quickly when you land on this platform. To find it, look for the "Centrum Floor 1" sign. In less than one second, the platform zooms up to the ceiling and can crush RoboCop. Bounce off to the right.



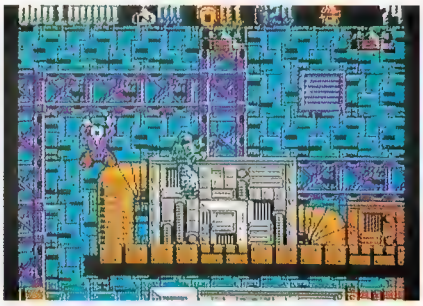
Here is the secret underground Nuke factory in the first stage. To find the factory, look for tiles or squares that have a different pattern from those around them.

Super Strategy: In level 1 push Down when you are at the blue shaft that comes just after a large red fire hydrant.

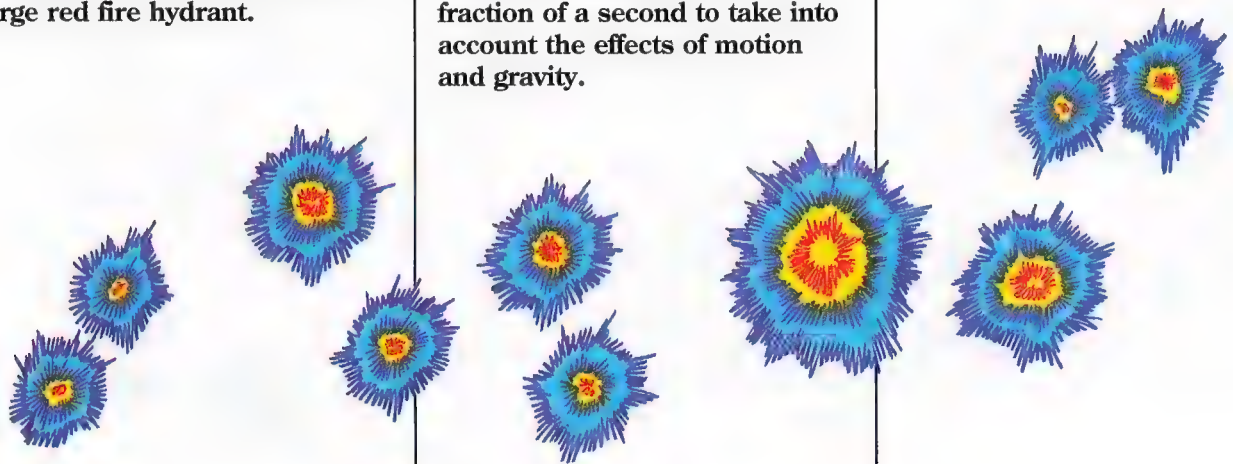


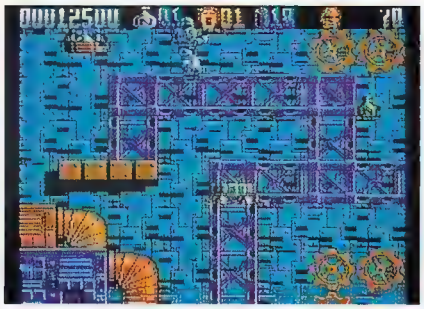
The machinery in this processing plant aids your attack on the enemy at mid right. Stay on the platform that moves back and forth from bottom right to top left.

Super Strategy: When you shoot from a moving platform, be sure to lead your shots by a fraction of a second to take into account the effects of motion and gravity.



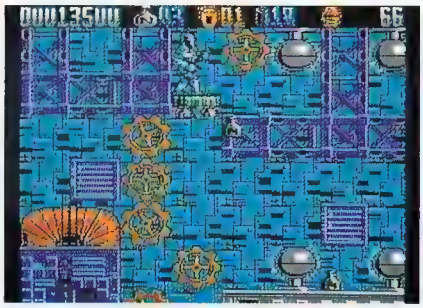
Here is a chance to use your head. Jump up when you see a magnetic hoist like the two at the top center and top right. They latch onto your metal head and carry you across the factory to new challenges.



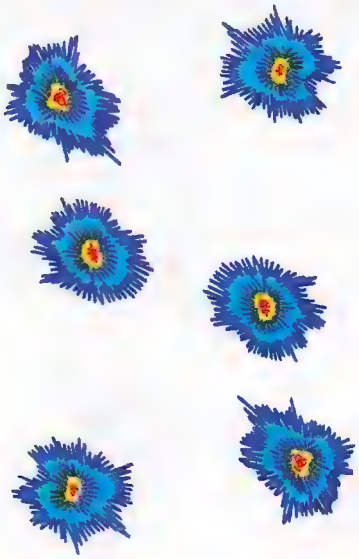


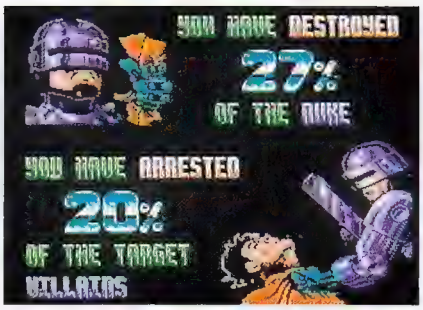
When the magnetic hoist lets you go, drop onto one of the jet propulsion platforms below. Press the B button to fire the jets and use the arrow keys to move to your next objective.

Super Strategy: There is a Nuke container perched on the ledge at the top right.

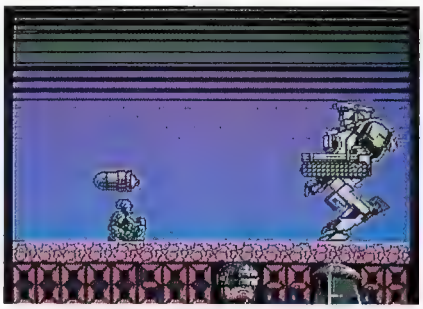


Be careful when you jump off a jet platform. You don't want to plunge into a gap or crunch into the moving gears.





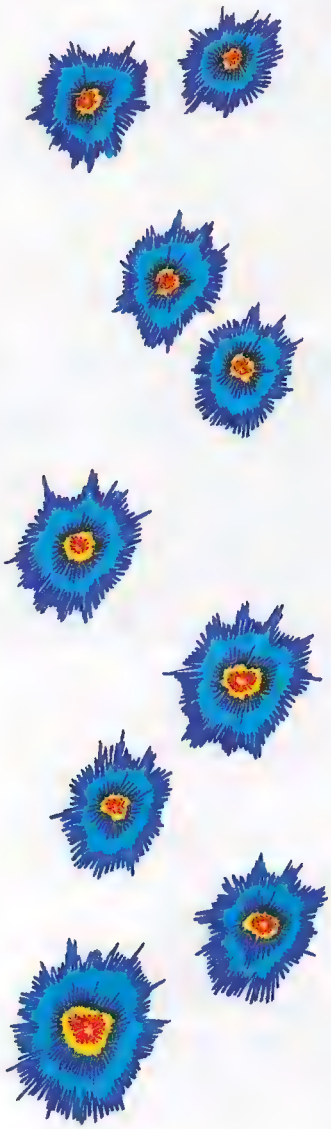
If you complete a level but have failed to grab at least 60 percent of the Nuke or to arrest at least 60 percent of the bad guys, you are sent back to basic training. You are offered a second chance only twice in the game.



At the target range, you have a short period of time to shoot Nuke and bad guys. Take care not to shoot a civilian; two more targets are added to your quota if you do. Always shoot at clocks and ammo cases; they add time and bullets.

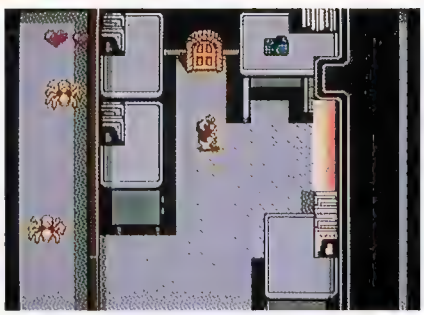
Super Strategy: Your goal in this game isn't shooting anything that moves. You are penalized for wasting the bad guys you are supposed to arrest. Train yourself to watch the bad guy icon at the top of the screen; when it flashes, just touch the guy coming at you. That is the only way to tell whether to shoot him or ask him questions.

This boss is a tough customer. You can't defeat him unless you land 100 points of damage on his body, but don't overlook your own defense. It is better to take a long time here, so jump, then duck and back away.



GREMLINS 2
THE NEW BATCH

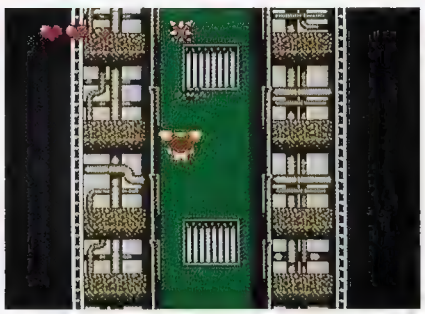
Never expose a Mogwai to bright light. Don't let him get wet. Never feed him after midnight. And most important, don't let him play *Gremlins 2*, or you will never get a turn at the controller. This cute game has a lot of color and detail. It is also a difficult challenge for even the most experienced player. You take the role of Gizmo, the friendly Mogwai. His mission is to rescue the planet from the new batch of beasts let loose by a misguided genetics experiment.



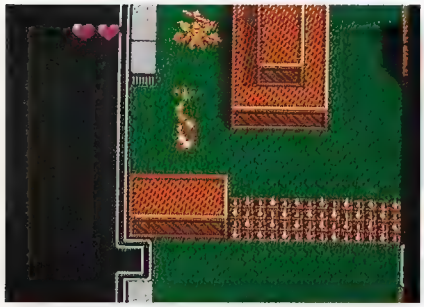
To find Mr. Wing's first shop, you go up as far as you can. Watch out for the giant killer tomatoes at the top of the safe, and then head left and up. Go straight down from the shop and move against the wall to find a flashlight.

Super Strategy: Watch out for the mutant spiders in Stage 1-2. Just when you think you have defeated one, it splits into two spiders that have to be destroyed.

You can only enter Wing's shop once in each level, and you can only make a single purchase, so buy wisely. In the first shop, you find a power-up to add an extra life, a Balloon to keep you from falling into a pit, and a Medicine Bottle to add an extra heart to Gizmo's strength.

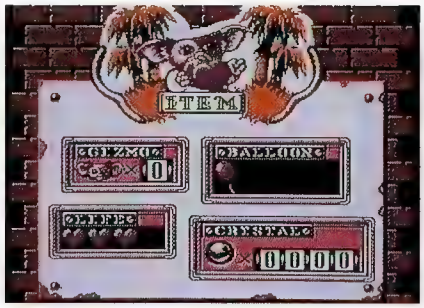


Here in Stage 2-1, you run into motion-activated bombs that look like cellar grates. These bombs move toward you when you go by, but they are not very smart. If you step aside or walk away from them, they pass right on by you.



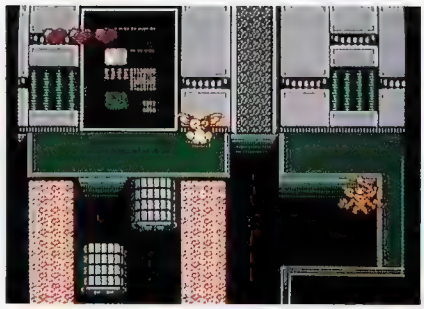
The first new enemy you encounter in Stage 3-1 is Gremlin Hands. If this bad guy does you in, don't worry. One of the advantages of this game is the password-continue feature. You don't have to start from scratch each time. Keep a pencil handy to write down the code.

Super Strategy: Here are secret codes to get you to many advanced levels of the game: DXNH for Stage 2-1, CGMW for Stage 2-2, NJTD for Stage 3-1, ZFPJ for Stage 3-2, SHMC for Stage 4-1, and NXRD for Stage 5-1.



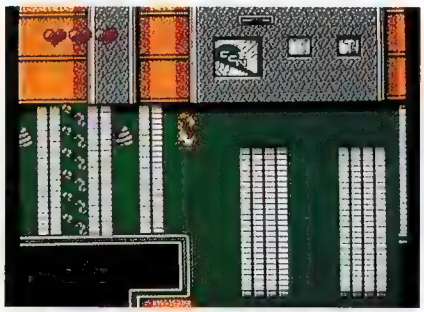
Good things to find are Crystal Balls to trade with Mr. Wing for special items, Pogo Sticks to fly over low-level nasties, Flash-bulbs to clear the screen of enemies, and Time Stoppers to freeze enemies for a short period of time.

Super Strategy: Killer tomatoes are dangerous, but they have a flaw: They usually move in a straight line and don't alter their course. You should be able to duck out of their way into a nook or cranny.



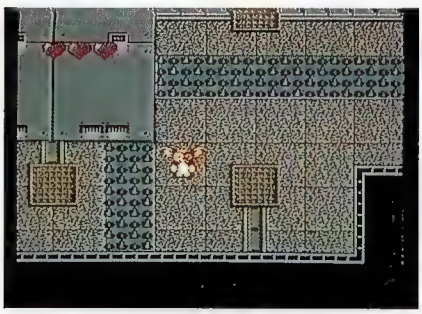
The final battle pits Gizmo against the Gremlins. It takes place in the Control Center, Stage 5-1. This stage is shaped like a large letter G, and you must work your way from the inside curl to the top.

Super Strategy: Sometimes the best way to get past seemingly impossible places, such as the flames and rotating cylinders of Stage 5-1, is to sacrifice a life and march on through.



Most of the conveyor belts in the later stages of the game run the wrong way. The best strategy is to bounce off them and move on quickly. When you come to the conveyor belts of Stage 3-2, you have to remove all the enemies before jumping to the next platform.

Super Strategy: Keep on the left side of the belts for safety. Watch out for the live electric wires in the pits.



In Stage 4-1 you return to the genetics lab. Go up three screens and then make a right turn. At the turn watch for the Mad Hat Gremlin; his headgear is deadly. Shoot him just before or just after he throws a hat.

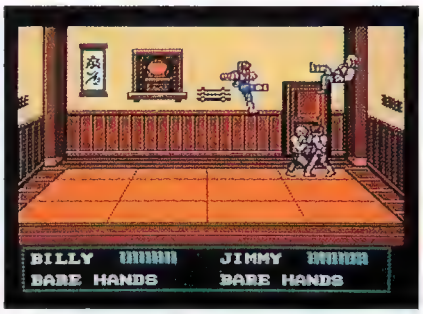
Here in 5-1 you need all the special skills you perfected earlier in the game, including the diagonal jump, the diagonal shot, and the jump shot. Remember whenever you shoot while you are in midair, Gizmo drops straight down. You must be careful not to try a jump shot while you are over a pit.

DOUBLE DRAGON III

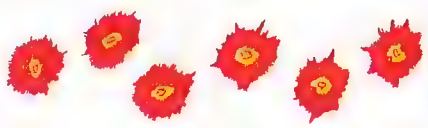
The third installment of the kick-and-punch classic *Double Dragon* is a search for the Sacred Stones of Power. In this game you kick and punch your way around the world from ancient Rome to modern-day America, China, and Japan, then back to the age of the pharaohs in Egypt. *Double Dragon III* works well with two players competing as a team. It's more fun, and you are more likely to defeat the computer-controlled creeps if you and a partner work together. To make the game even more challenging, two players also can fight against each other, using the two-player simultaneous gaming mode.

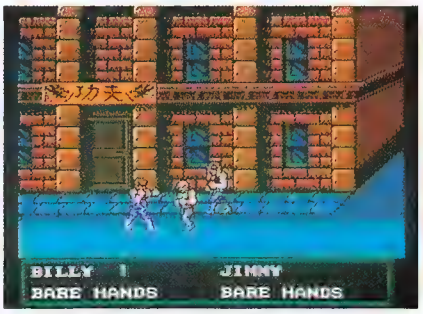
Here's Brett, one of the students at the Double Dragon Dojo. At the start of the game, he has been tied up by a bunch of thugs. These bad guys are the easiest foes you meet. After you kick and punch them out of the way, you get to talk to Brett. He won't tell you much, but you can't start the game without listening to his tale.

Super Strategy: After you defeat the first set of villains, stay inside the dojo and practice your moves.



The two deadliest special fighting moves of this game both take place in mid-air. First is the Cyclone Spin Kick, shown in this picture. From a standstill, press both the A and B buttons at the same time, and then press the B button to kick your leg. The kick is only effective if you are not too close to your opponent.



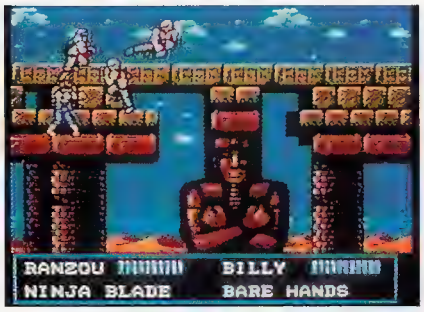


The second aerial maneuver you must perfect is the Mid-Air Somer-Assault. To perform this awesome maneuver, press the arrow that moves you toward your opponent and then press the A and B buttons simultaneously. Immediately press the A button again. If you do it correctly, you land on top of your enemy and then flip him over your shoulder.

Super Strategy: Use a controller with turbo or rapid fire for better action.

Billy is carrying an army knife that he knocked from the hand of one of his attackers. Once a knife is thrown, there is a mad scramble to recover the weapon. You can anticipate this by continuing to move toward your enemy as you throw the weapon.

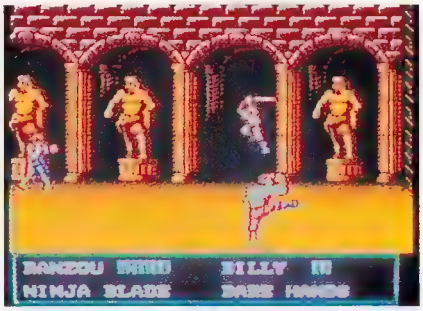
A new feature for *Double Dragon III* lets you include some of the bad guys on your team. Once you have defeated them, they join your side for the rest of the game. You can choose to switch to one of these now-friendly fighters by pressing the Select button to bring up this screen. As many as four different fighters can join you by the game's end.



In Egypt, the final mission of the game, you confront the curse of the pharaohs. This is a good place to use Ranzou, who comes equipped with an unlimited supply of ninja blades and 20 shurikens.

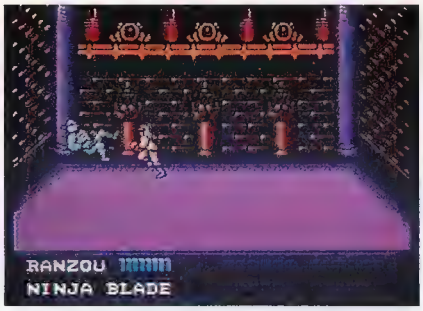
Super Strategy: Use Chin and Ranzou to fight the weaker enemies, and switch to Billy and Jimmy when you are up against end bosses.

To defend yourself with a nunchuk move out of the way of any enemy who is running right at you. Throw your weapon at his back or launch your assault as he stops and turns around.



In the shadow of the ruins of ancient Rome, in the fourth mission of the game, you have to face some fearsome fighters. This mission includes the only automatic continue in *Double Dragon III*. There are no secret codes or extra men in this game.

Super Strategy: In Mission 4 use Ranzou's Tumble High Jump Kick to defeat the final boss.



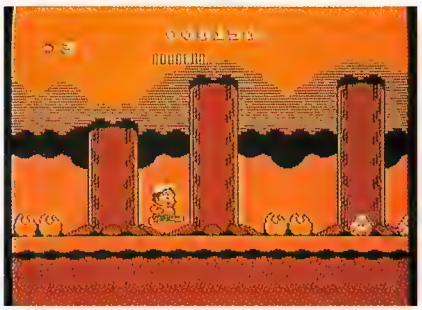
You have only one life to lose, but after Mission 2 you have two characters to use. When the first loses his life, you automatically switch to the remaining fighter.

Super Strategy: A special move allows your fighters to gang up on an enemy: Press the A and B buttons to jump-kick and fly into the arms of the enemy fighting your partner. You bounce with extra height and power and can knock down anyone in your path.

ADVENTURE ISLAND II

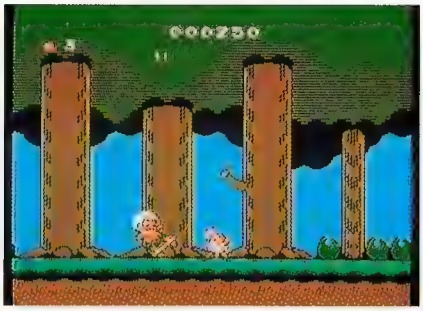
The first *Adventure Island* was like a small version of a Mario game. Not many people discovered this super fun game, but those who did really enjoyed it. *Adventure Island II* is even more fun. It's an inventive game for players of all ages. The game's hero, Master Higgins, sets out in search of a missing princess. He travels across a wild world of eight islands filled with some of the strangest fruits, vegetables, birds, bugs, and animals you have ever seen. Higgins adventures on land, in the water, and across the clouds. You walk, pump a skateboard, and ride bareback on several weird dinosaurs.

Fern Island, the official starting place for *Adventure Island II,* includes a sneak preview of many of the later challenges of the game. Go for the eggs to get special tools and bonuses. The red heart icon lets you ride the Blue Camptosaurus; the spade icon brings you the faster Red Camptosaurus.



Here in the forest region of Fern Island watch for gifts, even from your enemies. A bird flying overhead drops an egg with a dinosaur inside. You get a hatchet by bonking one of the green frogs. Watch out for the flies and the eggplant; they are up to no good.

On Fern Island you must make a long trek through a tropical forest. You can make it through unharmed if you don't let the more-than-20 repeating screens lull you into a false sense of security. Watch the flowers and boulders; they are dangerous.



The good news about riding a skateboard is that you go very fast. The bad news is that it is difficult to stop. Keep your finger on the jumping button to avoid obstacles.

Super Strategy: There's a bottle of milk hidden in the second egg in the Lake Island stage.

While the title screen is displayed, press Right, Left, Right, Left and then A, B, A, B to bring up a secret World Select Mode. Move the cursor up and down using the arrow keys and press the A button to select the island you want. You can't enter the upper worlds with any of the special items you've collected, so you may want to use this trick just to get a peek at the other levels.

Look for keys, like this one on the Desert Island. They take you to bonus areas. Watch out for two kinds of dangerous spheres in this area. Treacherous coconuts fall from the trees as you approach, and bouncing boulders roll down the incline near the beach.

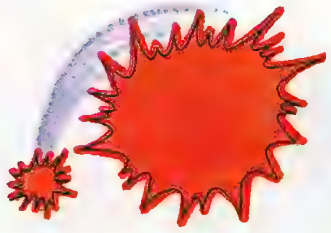
Super Strategy: Skip the Elasmosaurus (diamond icon) that you find here; it can't jump high enough to help you.

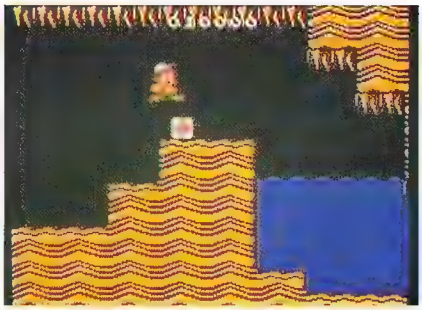
Ice Island runs hot and cold, with dangerous flames, a tricky snake, and falling icicles. You can't get past the fires and dragon unless you have a hatchet. Look for three fires in a row with a gap between the first and second: There's an egg hidden above the gap that leads to a fruit-full bonus stage in the cold clouds.

Super Strategy: Skip the skateboard you're offered on Ice Island; it's more trouble than it is worth.

Use your turbo running speed on Cave Island to improve your jumps. The best way to get through the underwater area at the end of this stage is to use an Elasmosaurus. Be sure to save one for this purpose.

Bouncing from springboard to springboard may seem tricky, but you must get the hang of it if you expect to finish the game. Try to anticipate the direction you want to go after you bounce, then press the appropriate arrow key at the moment of impact.





This diamond icon is just what you need. Without the sea serpent that it gives you, there would be little hope of making it through this water-filled cavern.

Super Strategy: Save the Pteranodon you find early in the Cloud Island stage and use it after the underwater sequence.

Use an Elasmosaurus to help you swim past the spikes and other obstacles here in the underwater section of Cloud Island.

The hot and steamy Volcano Island is full of pesky flies. Move slowly when you get to the lava pits: Timing is critical.

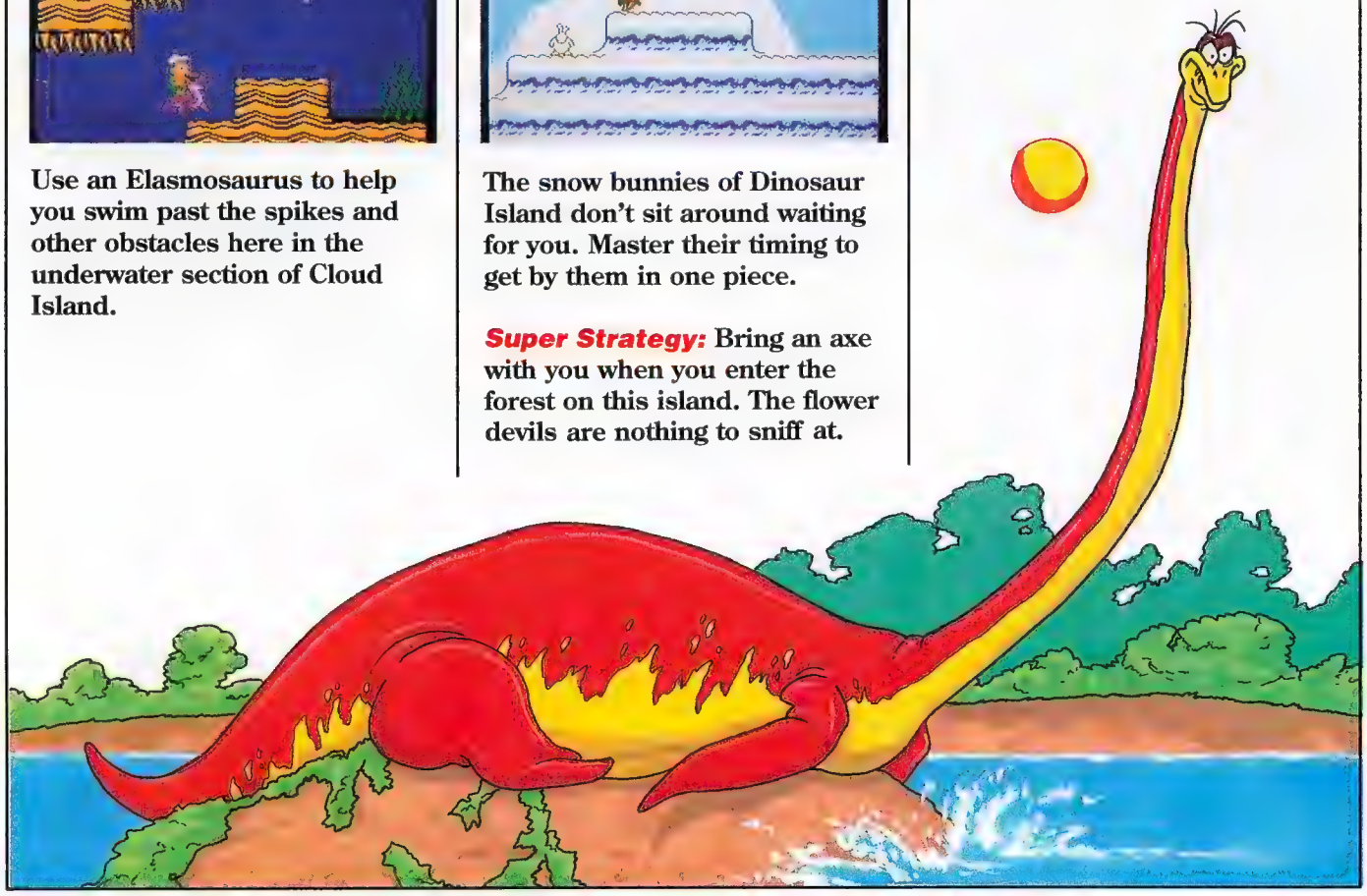
Super Strategy: There's an egg with the passport to a hidden bonus level midway up the red screen between a pair of trees that are close together.

The snow bunnies of Dinosaur Island don't sit around waiting for you. Master their timing to get by them in one piece.

Super Strategy: Bring an axe with you when you enter the forest on this island. The flower devils are nothing to sniff at.

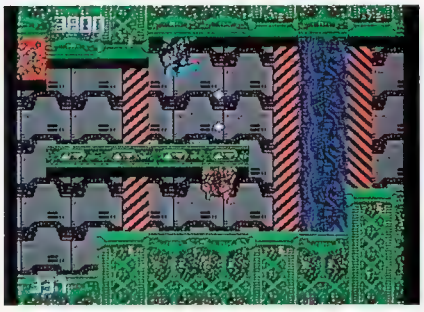
The eggs with some of the highest bonus values appear immediately after you enter this room. There is no way to tell what is inside the eggs, so jump for the first egg you see.

Super Strategy: There are all sorts of interesting things inside the eggs you find. Milk gives you more time; the Honey Girl makes you invincible for a short period of time, and the flower doubles the effect of fruit. Watch out for the eggplant; it robs you of time if you take it.



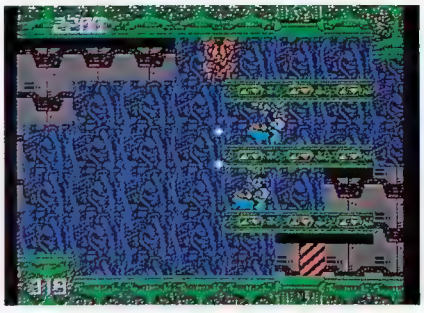
METAL STORM

This is an intense and ingenious game. It turns your head and your stomach upside down more times than a roller coaster. You are the driver of an M-308 Gunner robot in an assault on Pluto Base. There are seven challenge-filled stages. The robot's best piece of special equipment is the Cybernetic Gravity Control device, which allows the robot instantly to change "up" into "down." *Metal Storm* is a beautiful and well-crafted combination of an alien world shoot-'em-up and a brain puzzler. You could think of it as *Lolo* meets *Megaman.*



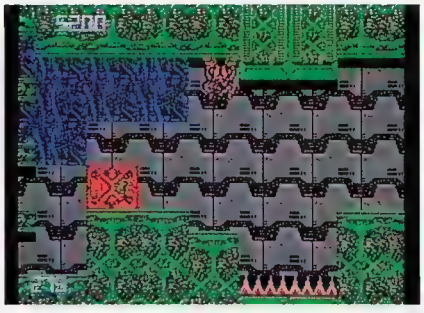
Here, the M-308 is in reverse gravity, clinging to the floor of a two-way barrier, marked with arrows. By changing gravity and landing on the bottom of the screen, you can jump up and through the barrier.

Super Strategy: An important technique is the Gravity Flip, where you change the force of nature midway through a jump. The maneuver makes one area's ceiling into another area's floor.



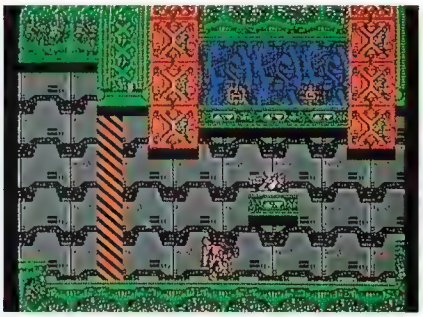
Pass-through barriers do not block the shots from the robot's weapon. Take advantage of this to destroy your enemies while staying out of the line of fire. Here, the M-308 fires down from the top of the screen at a pair of Battle Drones.

Super Strategy: Battle Drones also change when you change the gravity, so be careful not to do a Gravity Flip when one is directly above or below your position.



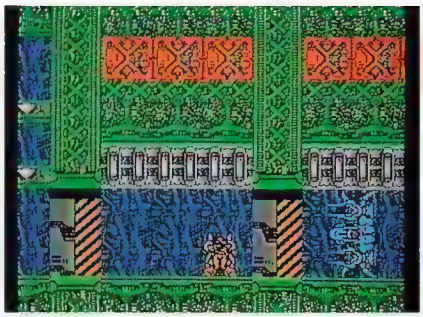
The safest way over the deadly spikes at the bottom of this screen is to use gravity reversal to walk past them on the ceiling. Use small downward jumps to move around obstacles without reaching all the way to the floor.

Super Strategy: Press the Left or Right arrow in the middle of a jump to execute a Corner Jump, allowing your robot to move like a curve ball over or under ledges and obstructions.



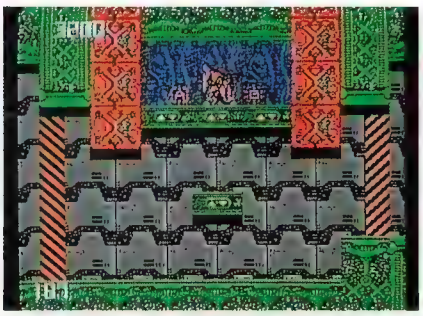
Here, early in Stage 1-2, you come to a Turret on a mid-level platform. Don't try to shoot it by jumping downward; come underneath and shoot upward. Then jump up onto the vacated ledge and jump again into the space at the top of the screen to collect the special items.

Super Strategy: Sometimes the only way to get through a two-way barrier is to change your gravity and jump down.

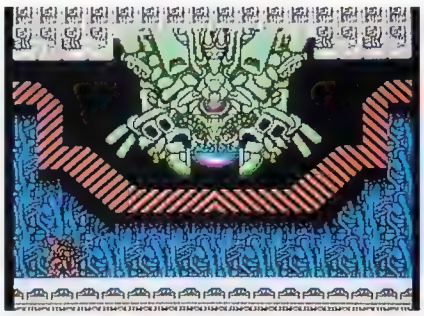


It takes nerves of steel to take on the Battle Drone. You are stuck in a small chamber with no exit and nowhere to jump. Move as far to the right as you can and fire at the drone without stopping. When it gets too close, drop back and fire again, until you destroy it with about 20 hits.

This difficult game gives players a fighting chance with unlimited continues and passwords. Pay close attention to the codes; they can be misleading. In this code for the doorway to Stage 2-1, the second character is the letter *S* and the fifth character is the number five.

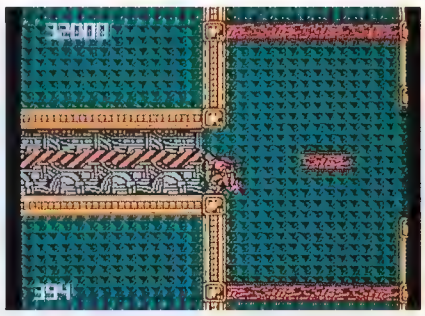


There are three kinds of special weapons: the Power Beam (P) improves the strength of your weapon; the Shield Force (S) gives you a protective energy field; and the Gravity Fireball (G) makes the robot invincible when it reverses gravity. You can use only one special weapon at a time, so don't pick up a new weapon if you don't want to replace the one you have. Special items include Armor (A), Bonus Points (B), Crushers (C), 1-Ups, and Extra Time (T).



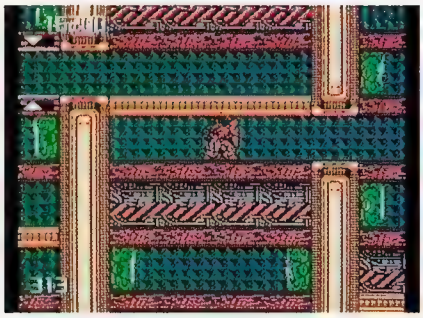
It's you against the Fusion Reactor at the end of Stage 1. You have all the time you want, so find a comfortable spot and avoid the energy rings shot by the reactor. Save your fire for the red energy bubble that appears on the bottom or side of the reactor.

Super Strategy: You can battle the boss of the first stage, but there is a more cautious way past it. Find the safe spot just left of center, where you can stand without being hit by enemy shots. Stand there and wait. In about two minutes, the boss falls apart by itself.



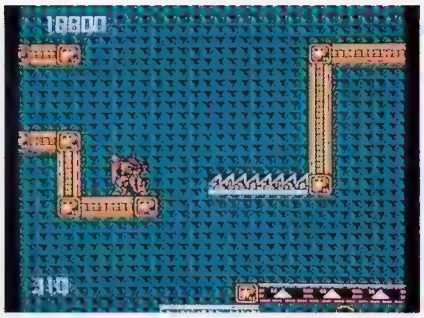
This is the outlet to the access corridor of Tesseract Tunnel. Much of this stage is made up mirror-image duplicates. You can go up and work off the ceiling or go down and fight from the floor, and still face the same maze. You can jump through the red barriers in any direction.

Super Strategy: In the parallel universe of Stage 2, shots from your gun travel in a circle. Fire up and the shot eventually comes back from the bottom of your screen. Use this to destroy enemies high above you or far below.

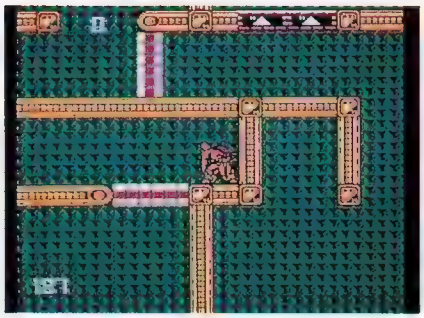


On this screen you can't go up or left, and going to the right doesn't help you. Change gravity to hang from the yellow roof and then jump down. There are Zapper Traps, so move quickly and jump again when you land in their path.

Super Strategy: You can fake out the Zapper Traps by making a halfway jump that takes you into their path but is not high enough to keep you on the next level. Press the Jump button again and harder when the traps are out of the way.

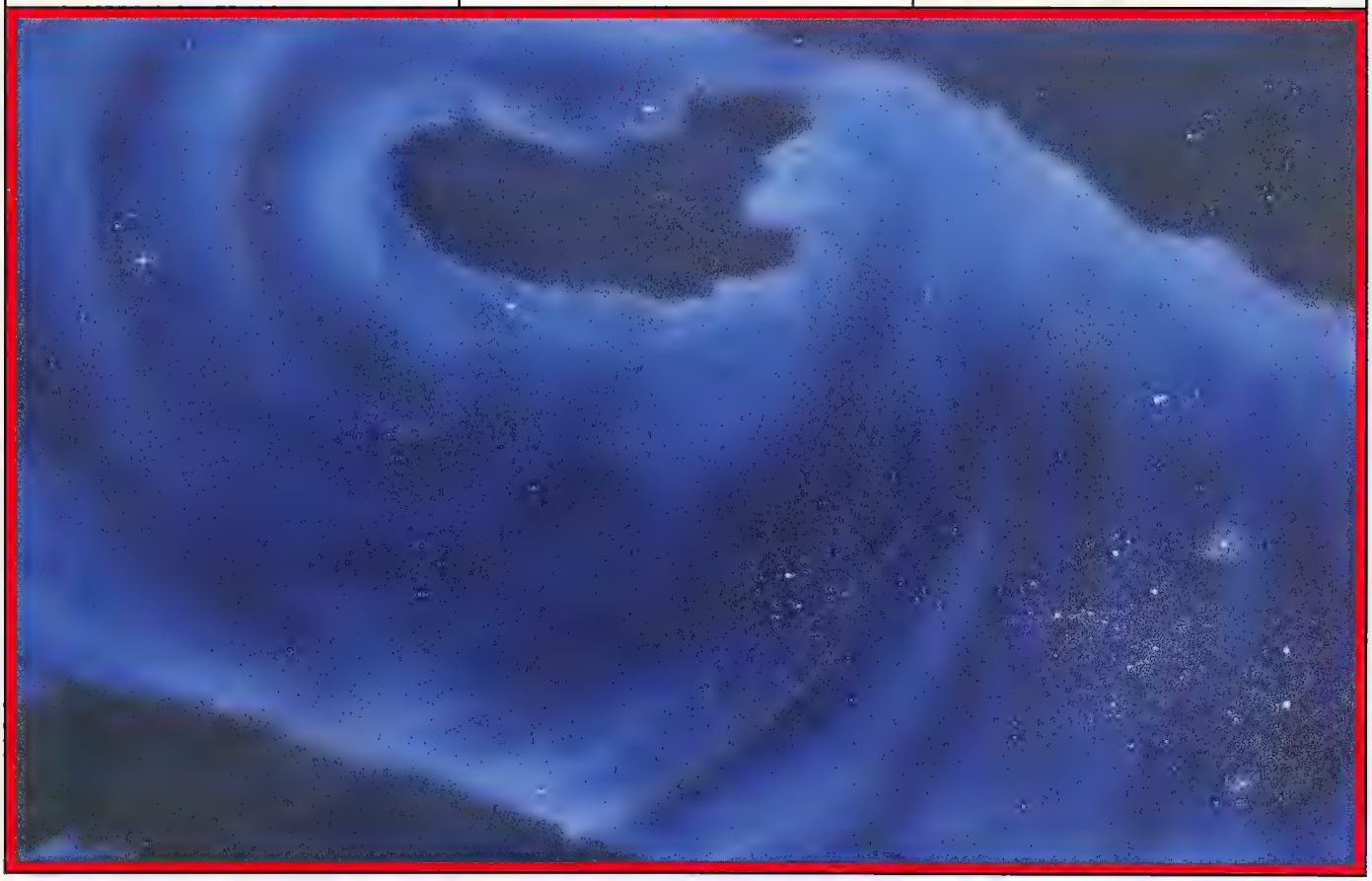


Stop and think before you jump. No one is shooting at you now, but there are two sets of spikes, each facing a different direction. The best solution is to continue to the right, drop down to the lower platform, and then change gravity to land on the underside of the spikes at the center and continue to the right.



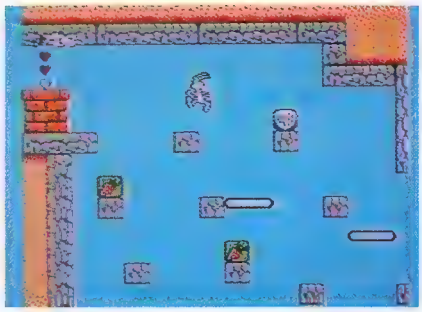
The gravity-sensitive gates of Stage 2-2 change their position based on any changes you make in gravity, opening new pathways for you to explore. Be careful not to be in the way of the gates when they swing.

Super Strategy: The challenge at the end of Stage 2-2 brings you face to face with the Plasma Cannons. The trick is to clear the middle level and then jump up or down just far enough to shoot the cannon above or below with the Power Beam.



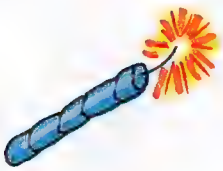
THE BUGS BUNNY BIRTHDAY BLOWOUT

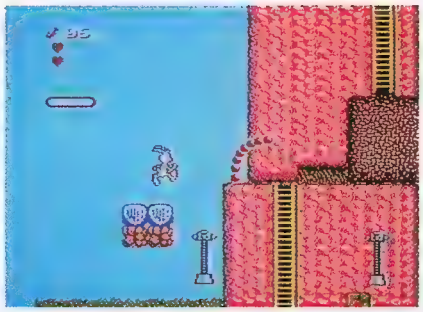
What's Up Doc? Why are all your so-called friends giving you such a hard time? Blocking your way to your fiftieth birthday party are Daffy Duck, Yosemite Sam, Sylvester, Tweety, Wile E. Coyote, and Honey Bunny. They are throwing strange and dangerous contraptions in your way, including Walking Time Bombs, one-ton spring-loaded weights, and Malicious Mallets. This cute game is designed for players of all ages. But in the upper stages, even the most experienced players face a serious challenge.



So many carrots, so little time! Every carrot you collect brings you closer to extra lives, which you are going to need to get to the end of this game.

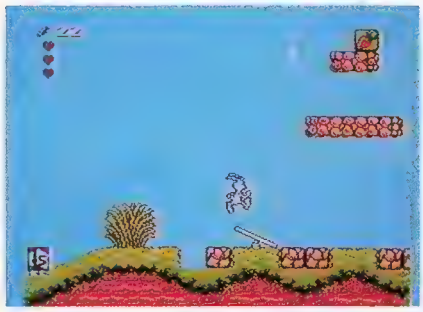
Super Strategy: Hit the fireballs to reveal extra life hearts.





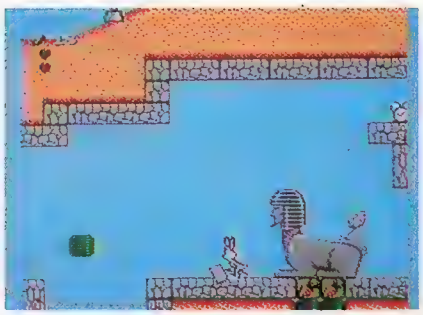
All sorts of strange things get in Bugs's way. Here a pair of Jumping Telescopic Bullet Sprinklers attempt to block your progress. The best defense is your hammer. Swinging it while you are moving is difficult; you have better success if you stop before you strike.

Super Strategy: Hide behind the bushes to avoid your pursuers.



Hop onto one end of the seesaw and whack the other with your hammer to launch yourself into the air. While you are in midair, you can move left or right to land on an upper platform. A dangerous red Evil Soap Box is at the bottom left.

Super Strategy: Good Soap Boxes, colored gray, can serve as platforms.

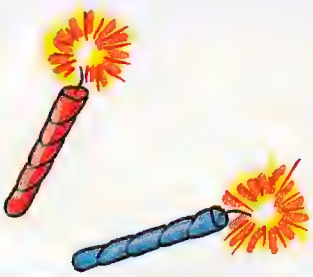


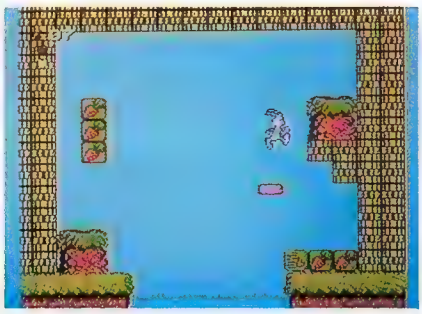
There is buried carrot treasure here. Use your hammer to break the Sphinx into pebbles. Don't become totally engrossed in what you are doing. There is a Walking Time Bomb in the upper right corner, and a Jumping Telescopic Bullet Sprinkler lingers at the top left of the screen.

Daffy Duck is in your way. You have to time your hops so that you can go over him and land on the seesaw to catapult yourself up into the carrot field above.

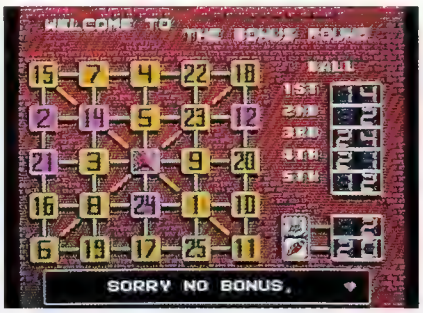
Super Strategy: Grab the six small carrots first. When you grab the big one, you are immediately transported out of the carrot field.

The Willy the Weasel game is another bonus round. Use your hammer to thwomp the weasel each time he sticks up his head. You can win carrots and extra lives.

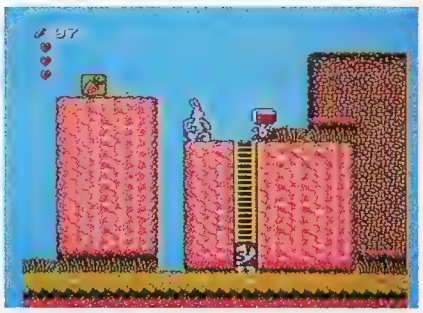




The Boulder Wells, which look like rock piles with earmuffs, hide secret entrances to underground passageways. Use them to get from one area to another, but also check them for carrots. In this area Bugs can ride the transport from one well to the other.



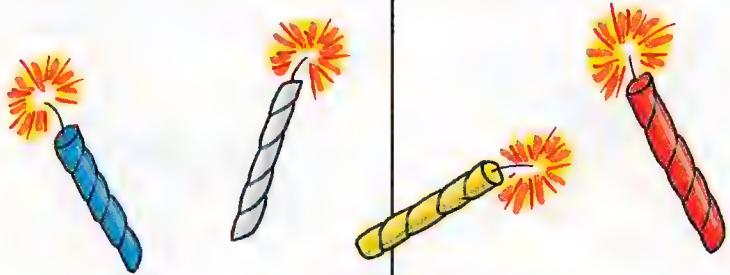
At the end of a round, you are offered a chance to play bingo. The more carrots you have collected, the more turns you receive. Your goal is to stop the spinning numbers so that you can choose as many as five numbers that are in a row on the board. The biggest prize is 50 extra lives.



Look up and down when you come to ladders. A Malicious Mallet approaches from the right at the top, and there is an Evil Soap Box lurking at the bottom. Study their back-and-forth movements to perfect your timing and then hammer them.

Super Strategy: In Level 3-2 keep going higher. Don't stop at the secret pipes: There are more above.

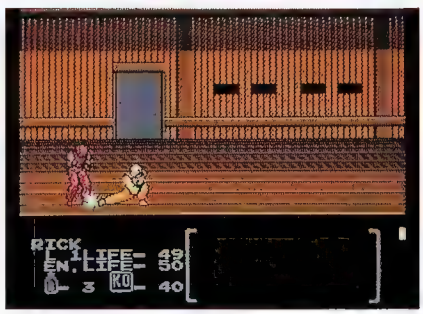
Super Strategy: Tweety throws out some red birdseed just before he comes out of hiding. That's a good time to thwomp him.



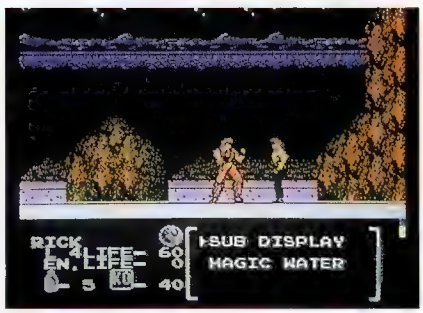
FLYING WARRIORS

In this game five Flying Warriors take on Demonyx of the Dark Dimension. The strength of the Flying Warriors comes from the challenges they have encountered and overcome. You need different skills at different times. There are two versions of this fighting adventure game: a standard mode for beginners, in which the computer is your assistant, and a master mode for the ultimate challenge. There is a separate tournament game where as many as six players try different martial-arts skills against each other or the computer.

Before you start the game, you are offered a course in martial arts. The key to success in this game is to pay attention to the hints offered by the Shingan System. Defend yourself appropriately when red stars appear on your body; attack with precision when the stars are on your enemy.



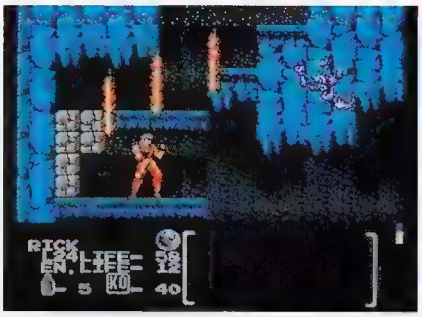
The main difference between the standard and master modes of the game is the level of control of defense and offense. As a master, you can defend particular parts of your body against attack or go against particular parts of your enemy. In the standard mode, the computer helps you.



Not all the characters you meet are looking for a fight. Some have important information for you. When you meet a messenger—usually at the start of a level—move close to him and press the B button to hear his tale.

The Cyclone Kick is an important skill to master. Press the A and B button together with the Up arrow to deliver a devastating midair kick. You also can use the Cyclone to vault over difficult chasms in the game.

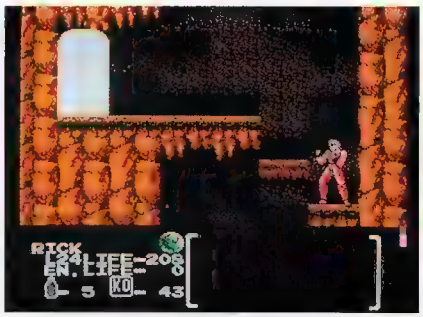
Super Strategy: When you find yourself in a battle against a Tusk soldier, choose the Transform command to change into the Flying Warrior. Now you can use Mystic Spells.



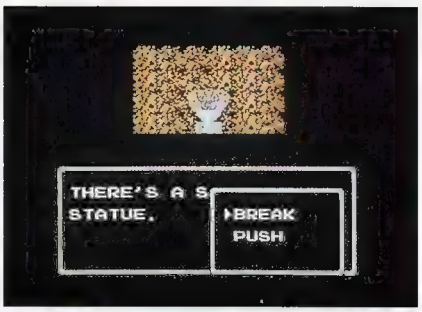
Early in the Stage 2, you face a difficult jump over a waterfall. While you are getting up the courage to jump, you are attacked by waves of bats. Fend them off, wait for the pause between their assaults, and then try a Cyclone Kick over the hole.

The Orb is a selection from the subdisplay that gives you just about anything you need: Courage, which tips you off to enemies who have hidden items or are in disguise; Wisdom, which is the ability to predict what will happen; Justice, which is the power of right over might; and Love, which lets you identify the missing pieces of the Mandara talisman.

Super Strategy: The passwords you receive when you exit the game allow you to return to a previous position, but they do not record any experience points, coins, or special items.



Watch for enemies hidden on the steps as you descend in Level 4. If you are about to be overwhelmed by a force of superior numbers, use the Charm to repel soldiers.



Near the start of Level 4, you come across an urn. You are invited to break it or push it aside. Overcome the urge to smash it. Pushing the urn aside opens the door to a secret passageway.

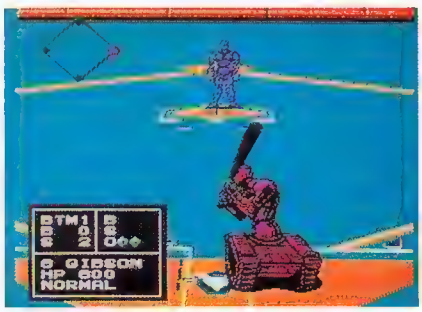
Super Strategy: Here are three passwords that allow you to sneak a peek at advanced levels of the game. Choose Password and Master Game from the opening screen and enter one of the following codes:
KTYZDTSF1 for Level 2
JW2Z44V4888S for Level 4
PDX198W599998 for the final level

Super Strategy: You can only use your supreme offensive powers when your KO gauge is fully charged to 100 points. If you are in serious trouble, get into a defensive position and fend off blows until your KO gauge is recharged.

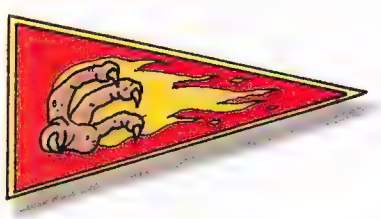
Super Strategy: In the tournament mode, you can compete as a kung-fu, wrestling, boxing, martial-arts, kick-boxing, or karate champion. If one or three players enter the competition, the computer controls fighters two and four. If five or six players enter, the computer controls the remaining slots in the field of eight contestants.

BASE WARS

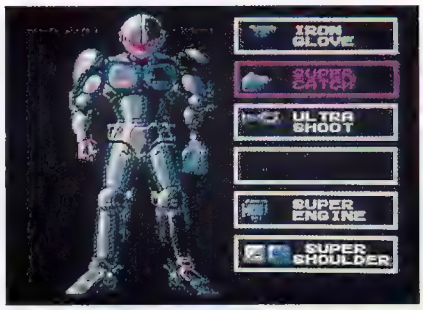
Take me out to the ball game, take me out to the stars. Buy me some gear oil and battery packs, I don't care if I never get back. It's root, root, root for the home cybers in this odd ball game. *Base Wars* is not a game for people who are serious about baseball, but it gives anyone else a lot of fun and plenty of action.



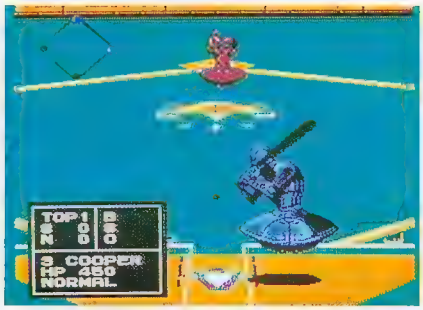
The bat is not the only thing made of metal when Gibson, your second baseman, appears at the plate. He's a real tank. This robot is a six-foot-tall left-hander that weighs a couple of tons and drives a lot of home run power.



At the start of a series or between games, you can visit the Parts Shop. Here you spend the money that you have earned by winning games in the pennant mode on such improvements as weapons to settle close calls, enhanced hands and gloves for catching, special weapons for shooting, unit parts for the cybers' brains, a selection of engines for greater speed, and shoulder parts for better throwing.



This robot is a nearly fully equipped Cyborg, a fearsome foe that stands more than nine feet tall at the plate. You want to spread out your winnings to buy the most well-rounded offensive and defensive team.

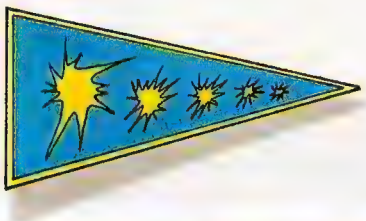


The Flybot is the speedster of the team. It is a particularly effective fielder, gliding over the outfield grass without having to worry about getting its shoes dirty.

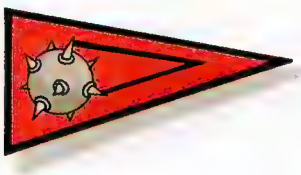
There are no base umpires in this game, but that is no problem for the game's metallic heroes. The outcome of this close play at second base will be settled when two Cyborgs battle it out for possession of the bag. The player with the more powerful weapon usually wins.

Super Strategy: There are not many close calls in a game, so don't spend a lot of money equipping players with advanced weaponry for fighting until you have built up their other strengths.

The computer handles the paperwork of tracking the results of Cyber League baseball games. Here the competition is set up so that all the teams are controlled by human players. At the start of league play, you can assign some of the teams to be managed by the CPU, the Central Processing Unit of the Nintendo computer.



It takes an enormous blast to send one out of the ballpark in Base Wars, but when you do, you see a view that puts the Goodyear blimp to shame. Here is a satellite's view of a big play.

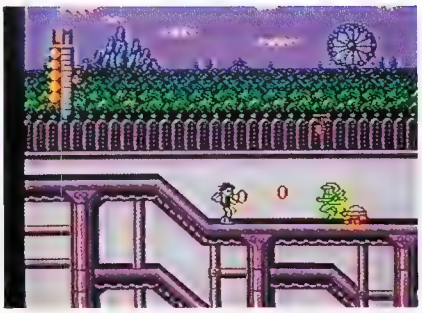


In the pennant mode, you select any six teams for competition. You have a choice of 12 ready-made teams: Boston, California, Chicago, Detroit, Houston, Minnesota, New York, San Diego, San Francisco, St. Louis, Texas, and Toronto. You also can make up two teams on your own, choosing whichever players you want.

Each pitcher has his own super pitch. To fire one, press and hold the B button and release it when the pitcher is glowing white. If you are facing a pitcher that is glowing, assume that the pitch will be a strike and swing when the ball is released. You won't hit the pitch unless you move your bat.

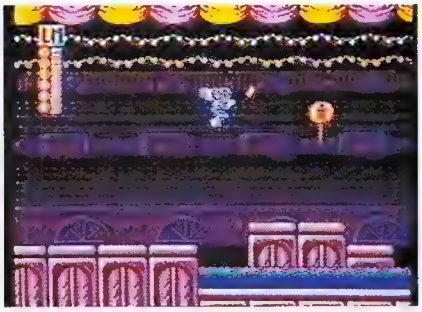
TOTALLY RAD

Jake used to live a groovy life in Southern California. In his spare time, he had the totally rad idea to study magic. His teacher, the great Zebediah Pong, was a very weird magician, but he taught Jake many useful spells. Little did Jake realize how valuable his magic skills would prove to be when California is attacked by fearsome creatures from beneath the San Andreas Fault. This breezy, fast-moving game presents you with many interesting challenges.

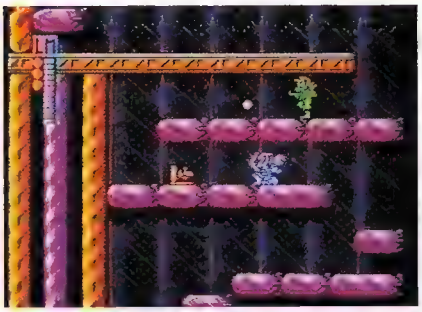


Up above, everything is cotton candy and ferris wheels, but down below things are gnarly and grim. The keys to Jake's survival include his ability to turn into a ball and fly over enemies, his zapper gun, and his stock of 12 magic spells.

Super Strategy: Here is a way to stock up on as many as 22 lives at the start of the game: A few seconds into Act 1-1, stop when you meet the first green attacker. Edge slowly to the right, shooting all the time, until you reach a position where the green guys start coming at you in an almost continuous stream. Park there, and pick them off one at a time. For each 100 you shoot, you earn an extra life; the limit is 22.



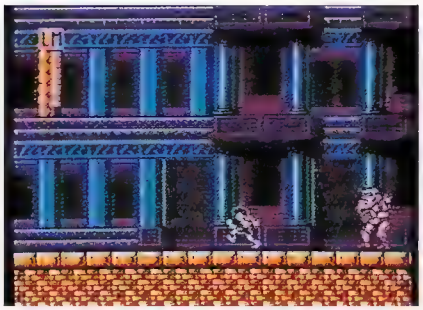
When the balloon goes up, shoot it down, and then keep shooting. The killer clown within the balloon goes crazy, and you don't want to be looking the other direction when he lands.



Near the end of Act 1-1, the platforms are crowded with bad guys in all the wrong places. Use one of your elemental spells (Wind, Water, Stone, or Fire) to clear the screen before you start to climb.

Super Strategy: Jake starts out with 12 magic spells. Each time you use one, you burn some magic energy, which can only be restored at the completion of an act. Don't waste your power.

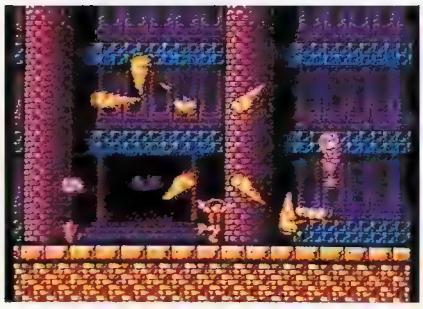
Rubyllia is a mean, ugly dude, with a pretty jewel in his belly button. If you have magic power, use the Stop Time spell to freeze him and then shoot at the jewel. When he is not frozen, stay as far back as you can to avoid his attacks. Watch out for his popcorn; it's too hot to handle.



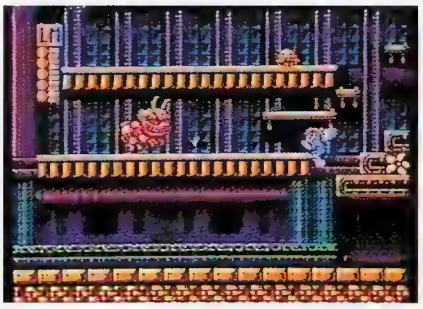
In Act 2-2 use the same strategy against Mech-Monkey that you used against Tiki. Stay out of the range of his shots while you build up a charge, then stand your ground and zap him.

Super Strategy: Don't waste your Life Up spell until your character is very close to extinction. The Life Half Up spell uses less power and works almost as well when you still have a few life points left.

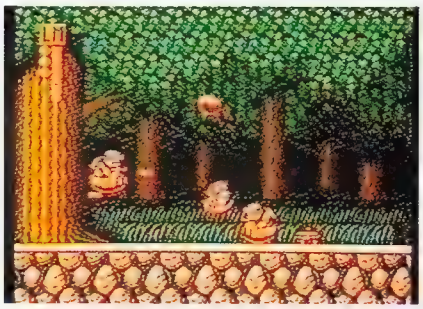
Biclopter is the big-eyed boss o Act II, and destroying him requires a two-part battle plan. Shoot his legs out from under him to limit his mobility. Then use the Eagle spell to change yourself into a flying creature. Now, you can swoop down fron the upper left to shoot Biclopte in the eye.



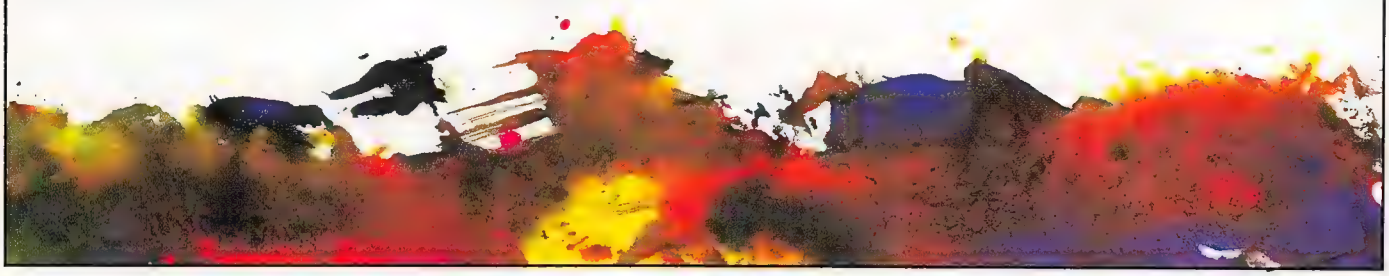
At the start of Act 2-1, you meet Robot Tiki Dude. It fires bouncing bullets your way. The best way to avoid the bullets is not to jump but instead to step out of their way. Build a full zapping charge, then let Tiki have it. Using an elemental spell also may work, but remember that your supply is limited.

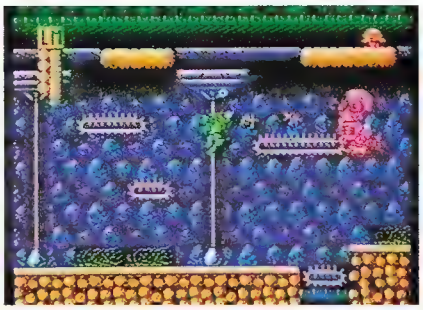


As you start to climb up the superstructure of the skyscraper in Act 2-3, you find the screen crowded with enemies. While you battle the bad guys, don't overlook automatic mines, like the one on the top level. Jump in front of the mine and fire, then retreat. It will be triggered in place.



Jake is curled into a protective ball above his attackers here at the start of Act 3-1. If things get too gnarly when Jake falls back to earth, use one of the elemental spells to clear the screen.

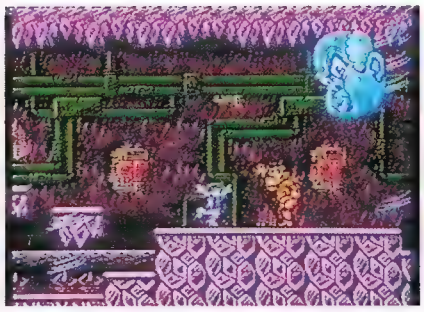




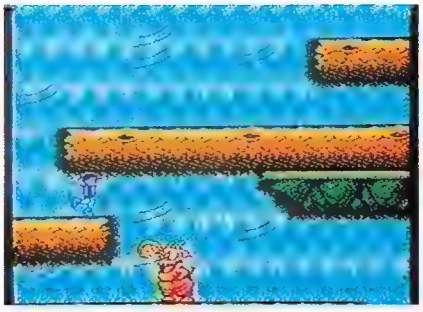
Watch for the spiked conveyors in Act 3-2. Jake moves better and has a greater chance of defending himself with spells if he can stay out of the water. Transform into the Fish only when necessary.

Nautikill waits at the bottom of Act 3-3. There is no way to beat this boss in a fair fight. One solution is to use a Stop Time spell to freeze the beast. This allows you to get in a few shots. You need four Stop Time spells to beat him.

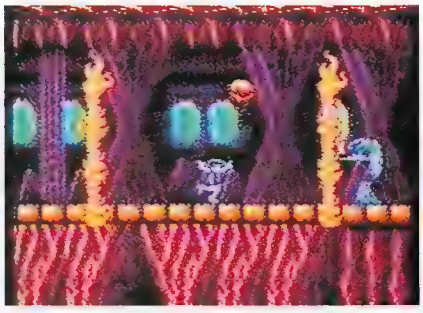
Super Strategy: The safest place to hide is the lower-right corner.



Here in Act 4-2 Jake has called down the Wind magic to blow away his challenger. Soon, you come to a pool filled with alligators. You can ride across the pool if you land directly on one of them, but some of the alligators jump from time to time and the spiky ceiling is low. A safer route is to take the high road.



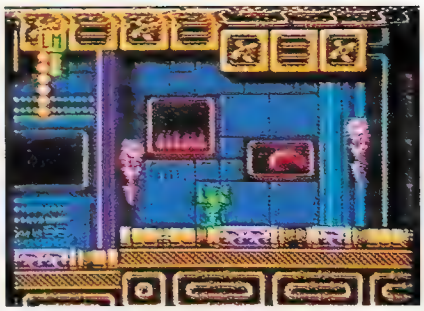
The last challenge in Act III is a drop down a series of ledges. You find them packed with enemies, so be prepared. Zap as many as you can, but when you are overwhelmed, use an elemental spell.



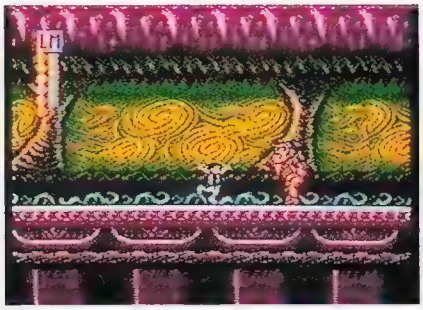
In the Underworld at the start of Act 4-1, you run into a herd of scorpions. Stand and fight them when they appear. If they go off the screen because you retreat or move past them, they will reappear with full strength.

Super Strategy: Hop around to dodge the scorpions' shots.

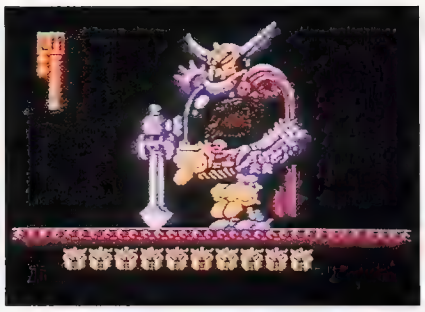
Here's Fang of the Underworld. The boss of Act IV is slow but deadly. Use the Eagle spell to fly above the Energy Pods and the energy streams that the pods fire. Attack from the air.



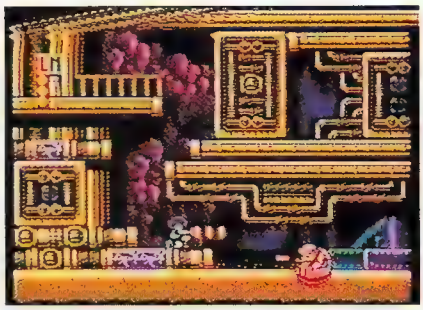
The final challenge of *Totally Rad* is the Palace of Edogy. Here, you again meet many of the bad guys from earlier levels, only this time they are stronger and meaner.



Save some Stop Time spells for the enemies you meet in Act 5-2, the approach to the final battle of the game. Freeze the bad guys and let loose as many fully powered zaps as you can generate while they are in a state of suspended animation.



When Edogy puts down his sword, you don't want to be underneath it. He spits fireballs that whirl around in circles. To defeat him you have to learn this unusual dance: Hop above the fireballs but get down low to shoot at Edogy's feet.

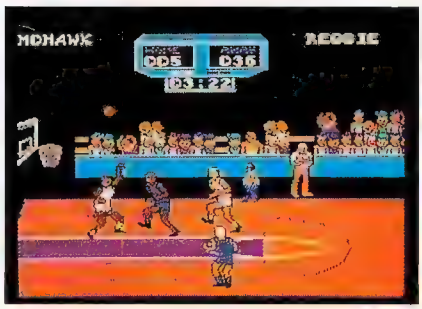


Keep your zapper fully charged as you make your way down, right, up, and right again across Act 5-1. Watch for low overhangs in the palace and elsewhere; they limit your jumping ability.

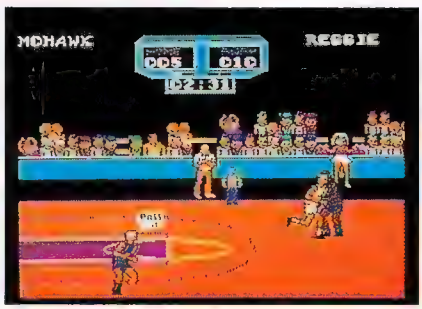
ARCH RIVALS

A BASKETBRAWL

The cover of *Arch Rivals* shows a basketball player in a green Mohawk hairdo punching out his opponent who is driving for the basket while stepping on the back of another player, who is out cold on the floor. That about sums up the tone and the rules of play for this Nintendo version of a popular arcade game. This game is not like any basketball you have ever played, where the game was controlled by a thick rule book and a quick-whistling referee. *Arch Rivals* is more like a boxing ring with a hoop at each end.

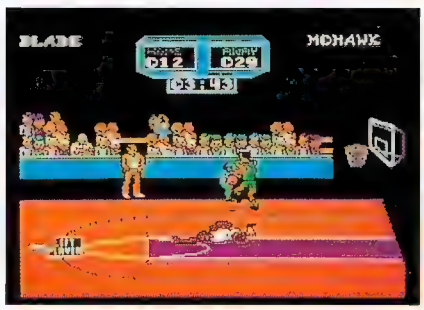


This game is two-on-two b-ball. You can play against the computer or go head-to-head with a friend. In either case, a human at the control pad is in charge of one of the on-screen players; the computer controls the second member of your team.

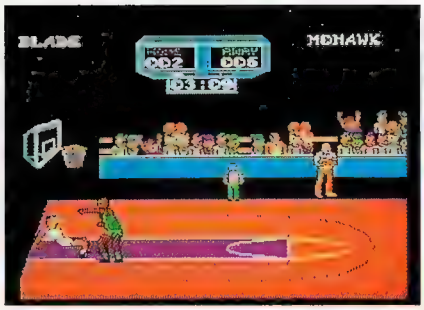


If you're on the offense and have the ball, press the A button to shoot or the B button to pass to another team member. If you don't have the ball, press the A button to tell your teammate to shoot or the B button to call for him to pass the ball to you.

Super Strategy: **Your opponent may deck your teammate when he doesn't have the ball. Pay attention, because you lose the ball if you pass it to a teammate who is kissing the floor.**



If you stall in your own backcourt, dodging the assaults of the defenders, your other player works his way down the court to a position near your goal. Pass and shoot quickly for a near-certain two points. On the screen an arrow and message tell you where the left or right player is waiting.



When the other team has the ball, your mission is to get it out of their hands in any way you can. Stand in front of the opposing player, jump in front of the basket, or punch him out. To jump, press the A button. To throw a punch, press and hold the B button, then release it when you're facing the opponent who has the ball.

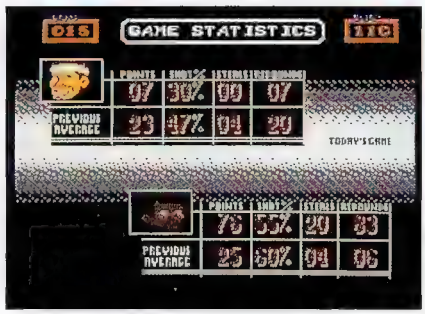
Super Strategy: Holding onto the ball, especially in the middle of the court or under the basket, can be dangerous. You're better off passing the ball as much as possible.

At halftime you see a short commercial message for a clothes company and then listen to some "chalk talk" from a sports reporter.

Super Strategy: When you play against the computer, you soon learn that your electronic opponent usually tries to bring the ball up the center of the court, no matter where you position your defender. Put your man in the middle and be ready with a quick punch. Grab the ball and head in the other direction. You'll get to try for an unopposed lay-up.

There are eight players to choose from. None of them is such a standout that he can guarantee you a win, but each contestant affects the nature of each game he plays. Blade is a show-off. Hammer is not the sort of guy you want to meet in midair; he is a champion rebounder. Lewis is the smoothest mover. Mohawk has a mean disposition. Moose is the strong quiet type who puts the ball in the basket. Reggie is a real sleeper, which sometimes is a good thing. Tyrone is a moving roadblock with flying elbows and fists; he is a defensive gem. Vinnie is a great assist.

If you don't attempt to shoot a basket in 24 seconds of game time, which is slightly faster than real time, you lose possession of the ball. Making this call is the only thing the referee does, except to get in your way. He is one reason to avoid dashing down the sideline.

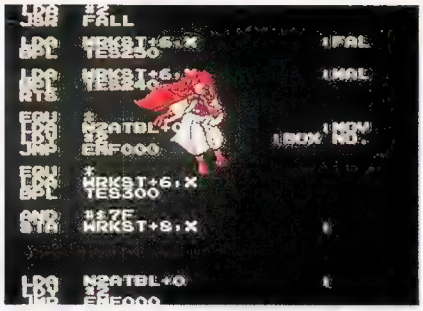


When you have the ball, you can fake out your opponent by holding down the B button to make it look like you are about to pass the ball. Then hit the A button to let loose a shot at the basket.

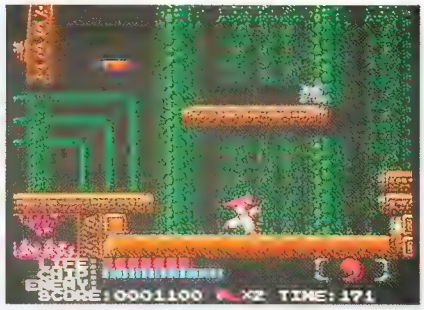
The strategy for this game is not completely obvious. You may get decked during the opening tip-off. If you drive onto the boards without stopping and do a close-in lay-up, you may end up smashing the glass backboard, but you still score two points.

QUANTUM FIGHTER

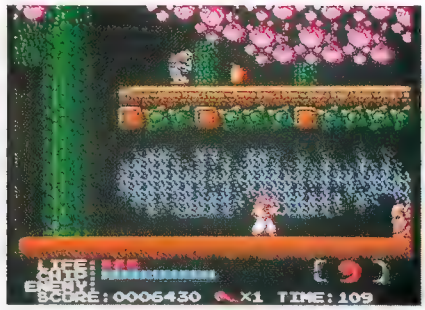
Quantum Fighter is a running-jumping-shooting challenge with an unusual twist: The hero has red hair that his enemies could die for. There are six detailed levels of fighting in this game, which is set inside the huge computer that protects Earth. A continuously mutating virus has taken hold of the computer, spawning an army of weird creatures. It is up to you, Colonel Scott O'Connor, to battle the invading force. Through the high-tech magic of the Image Transfer System, Colonel O'Connor is transformed into a tiny Quantum Fighter and injected directly into the computer.



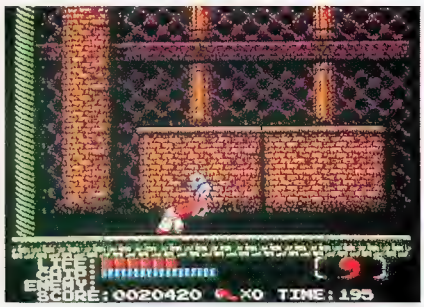
The Quantum Fighter has been converted from physical form into pure data within the electronic circuits of the computer. Once you land in Level 1, spend time mastering all its challenges. Almost all the obstacles of the game are demonstrated early, but they become more difficult later in the game.



Near the beginning of Level 1, you run along a platform that moves against you. A robot tank makes the upper pathway seem more dangerous, but a Pit Hound is about to pounce on Colonel O'Connor from the platform at the right.

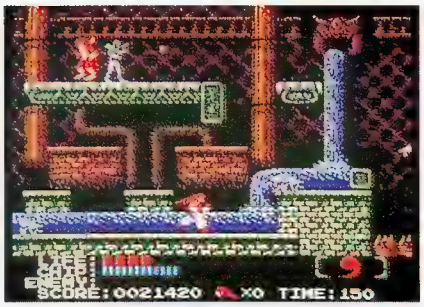


The high pathway is guarded by a nasty flame-throwing unit, Vulcan. Jump out of the way of his fiery blasts and destroy him when the timing is right. As tough as he is, you are better off tangling with him instead of a Squawking Head, like the one waiting at bottom right. Its flame is slow but deadly, and you lose life points if you touch the projectile or the head itself.

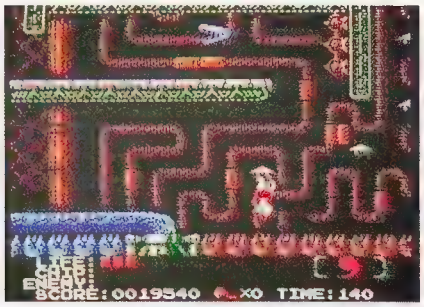


Your most effective weapon for close-in fighting is your red hair. Give an enemy a good whack with your hairdo, and you blow him off the screen. Your enemy here is a Bouncing Dino.

Super Strategy: You can use your hair in midair. Jump up at the edge of a platform and let your hair fly to attack an enemy without getting too close.



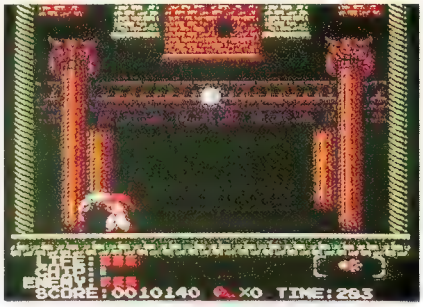
Down low, Robo Roaches float along with the slime in the sewer. Your best bet is to come up on these slow guys from behind, or simply jump over them. Controlling the upper reaches are a red Dart Thrower and an ordinary foot soldier. The dartist is more dangerous because his tosses are hard to predict.



The river of sewage flows to the left, opposite to the direction you want to travel. Up above is a blue Jabber Jaws, hanging right above the platform you might choose to land on. Below the Quantum Fighter is a row of red transformers, which quickly sap energy. The solution here is to move slowly and carefully across the screen using the hanging platforms.

Learn to use the hanging platforms. Jump up to one with the A button and your Quantum Fighter automatically latches on with his hair. Use the Left or Right arrow to swing, and press the A button again to launch him across space to the next platform. To drop from a platform, press the Down arrow. You don't want to drop here, unless you can land on a post between the spikes.

Super Strategy: You can increase your available energy in the middle of a battle by trading in memory chips. Pause the game with the Select button, and then use the Up or Down arrow to make the trade.

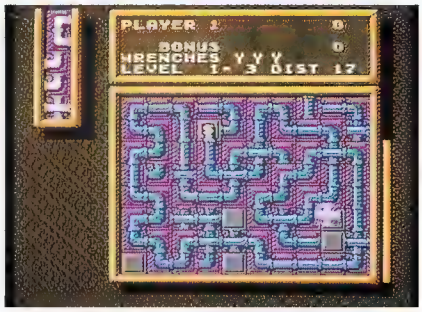


The Quantum Fighter uses his Fusion Gun to throw long-distance missiles. Your selected weapon appears in the window at the lower right. Besides hair and chips, make use of the Quantum Bomb against enemies above you, Dynamite against bosses in midair, and the Remote Control Bolo against groups of close-in attackers on the ground.

Climb up the spikes on the side of this wall until you are high enough above the sewer to jump off to the platform in the center. Then jump up one more level to the left or continue down to the right. Usually, but not always, the upper level is less dangerous but more challenging.

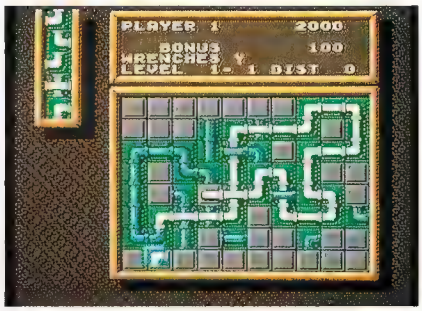
PIPE DREAM

Pipe Dream is a puzzle game for NES and Game Boy. Both games are essentially the same, but the following screens are from the NES version. In this game you have to connect pieces of pipe from a starting point as far as you can extend them in the allotted time before "flooz" starts to flow through the plumbing. The pressures of time, strange shapes, and a limited area in which to attach the pipes make *Pipe Dream* an entertaining electronic nightmare. The most important strategy is to anticipate your plumbing design, so you don't place pipes where they can't be used. Also avoid dead ends.



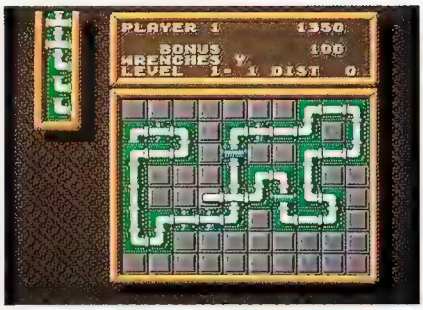
Don't expect to fill up this much of the screen the first time out, but this is a good example of how to use the basic pipe shapes. The flooz starts from the S-shaped piece near the top left. Notice the successful two-way use of a crossover pipe near the center.

Super Strategy: The most important trick is learning how to cheat. To stop the flow of flooz so that you can place pipes at your own speed, do the following while a game is underway: Press and hold down the Start button and push A, B, B, A. Then press the Start button again to resume play. Immediately, press the B button to stop the flooz; press the Select button to start it flowing when all your pieces are in place.



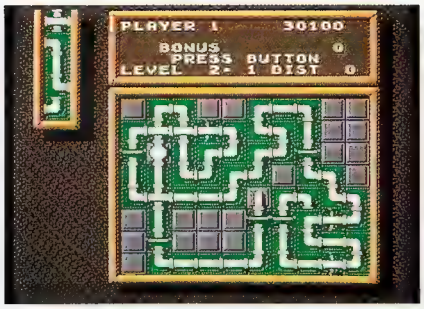
The flooz has begun to flow; pipes have turned white where it has passed. This player now has about 15 seconds to extend the end of the pipe. To get the highest score change the blue layout to make use of the crossover pipe two rows above the starting point. To move to the next round, you have to clear the minimum number of pipes indicated in the DIST (Distance) counter at the upper-right corner of the screen. The counter decreases by one each time the flooz enters a pipe.

Super Strategy: If you have reached a dead end or have placed every piece of pipe, press the Select button to speed up the flow of flooz to end the round. This is not only a time saver: You earn double points for each pipe the flooz flows through in the fast mode.



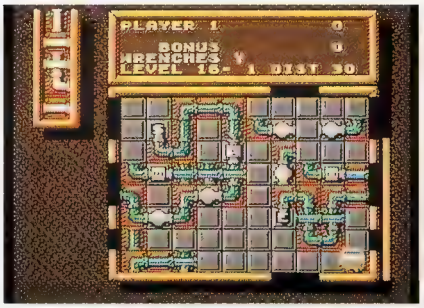
After the flooz has flowed as far as it can, all the unused pieces of pipe are removed from the screen, with points subtracted for each piece. If you do not put together the minimum number of pipes, you lose one wrench and have to work on the same round again. If you lose three wrenches, the game is over.

Super Strategy: You are charged 100 points for each piece of unused pipe. You are charged only 50 points for each piece that you blast by replacing it with another. Pile unneeded pieces of pipe on top of each other in a corner of the screen as you play to save points.



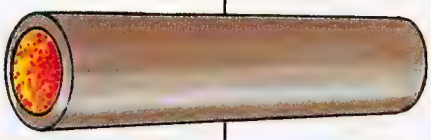
One of the easiest high-score pieces is the crossover. This pipe allows flooz to flow up and down and left and right. Extra points are awarded the second time flooz passes through the crossover in a complicated formula that rewards the use of any special pipes, including tunnels, pumps, reservoirs, and end pieces.

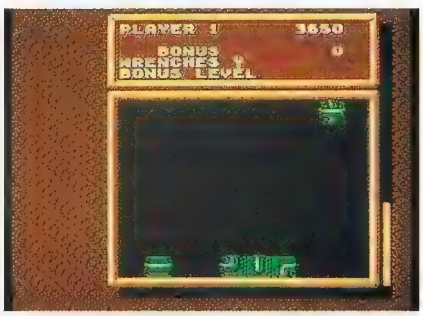
Super Strategy: There is a bonus of 10,000 points times the level number for any pipeline that fills the entire screen.



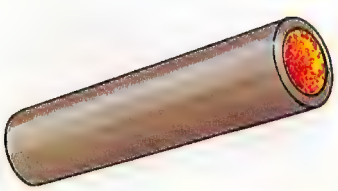
Look for tunnels at the sides of the frame in the later stages of the game. They allow the flooz to flow out the side of the frame and back in on the other side. Visualize a straight piece of pipe across the back of the field connecting one side to the other.

Super Strategy: You can double your score for a round if you use an end piece on your pipe, but you won't progress to the next round unless the flooz has passed by the minimum number of pipes.

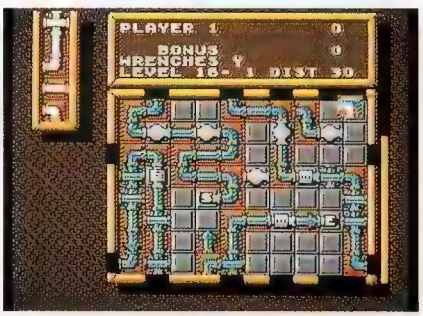




The bonus rounds are a mixture of *Pipe Dream* and *Tetris*. Your goal is to maneuver the dropping pieces of pipe into a design that allows flooz to flow.



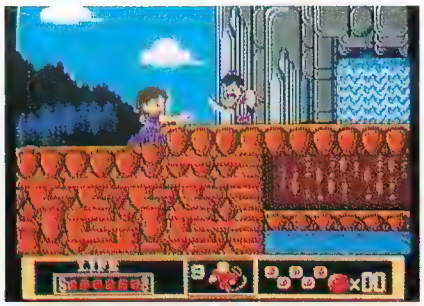
At higher levels, everything becomes more difficult: The flooz flows faster, the number of pipes in the DIST counter increases, and more special pieces appear. Reservoirs are fat places in the pipes that slow down the flooz until they fill up. Pumps speed up the flooz for a few lengths of pipe. One-way pipes allow flow only in the direction marked.



This challenge is about as difficult as the game gets. There are three kinds of games: Standard, Tournament, and One-Shot. Start with Standard, where you play four rounds per level. The Tournament permits play on just one round of each level and quickly gets more difficult. In One-Shot you select the starting level and go for a single round of competition.

JACKIE CHAN'S ACTION KUNG FU

This game is a delightful cross between a silly fun Mario game and a deadly serious kick-and-punch game like *Double Dragon*. *Jackie Chan's Action Kung Fu* includes plenty of kicking, punching, and aerial attacks. But the scene is set in an entertaining fantasy world of devils, goblins, frogs, and turtles. This colorful, exciting game is "kung fun" for everyone.



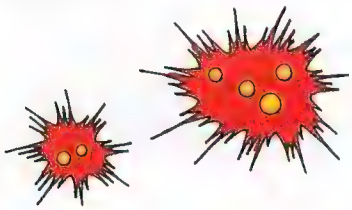
Don't let a single frog pass by without giving it a good kick. Frogs carry special tools. In this screen, near the beginning of the game, you have nine 180-degree Spin Kicks, which knock the ground out from beneath your enemies.

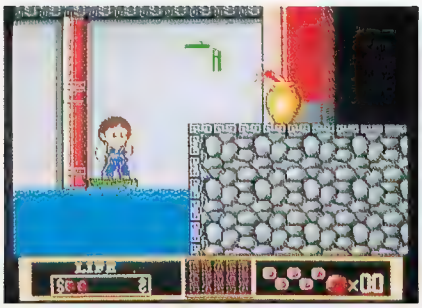
Super Strategy: Stop and think before you pick up an item dropped by a frog. New kicks replace ones you now have, and you must decide whether the new kick is better than one you already have.

In the early stages of the game, no one chases you and flying objects are few and far between. Take time to plan your jumps from platform to platform to avoid falling into the spikes below. This player had better go and find a frog, because he or she is out of special kicks.

Super Strategy: The Sky Attack is useful against enemies in midair or ones that jump down at you from above. You can use the icon seven times.

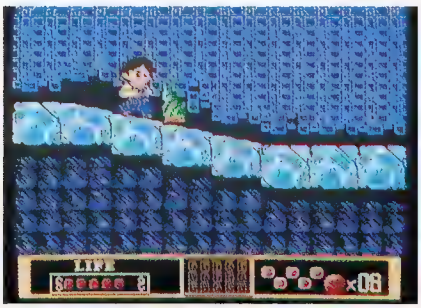
On the other side of the spikes are a series of tiger pits. Getting rid of the tiger requires fancy footwork. Try to find a safe place to crouch and then launch a Psycho Wave, or simply choose to avoid the tiger and move out of his pit.





When you come to the stone piers of Stage 1-2, be on the lookout for these weird green whirligigs. Try to avoid each of them as you move across the water hazards. Also watch out for the water snakes and fish. When you reach the source of the whirligigs within this vase, smash the pottery to stop them.

Super Strategy: When you come to the pivoting platforms, try not to land on one of the ends. Instead, land on the center of the platform and bounce right off to your next stopping place.



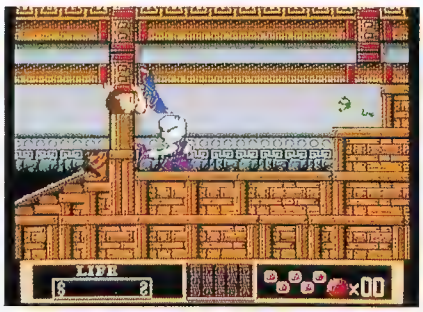
There is not much maneuvering room where you meet this cone-head in the second stage, but their back-and-forth movements are very predictable. Give them a good kick and pick up bonus jade globes. When you have 30, you fill up your Life and Psycho Wave points.

Super Strategy: The green turbo turtles at the start of Stage 3 are your transportation to the upper levels of this stage. Hop on a green turtle's back and go for a ride. But never tangle with a red turtle. Duck into the water beneath them or time your jumps to get by without touching them.

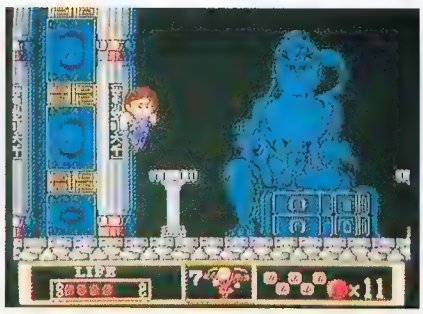
In Stage 5 the path to the end of the game begins with precarious jumps over these spear-wielding creeps. Don't try to fight them. Instead, position yourself at the edge of their pits and figure out their tempo. They always have a short gap in their routines of murderous jumps.

Super Strategy: You can get to a secret stage-select screen from the title screen. Press Up, Up, Down, Down, Up, Down, B, A, B, and then Start. Select Stage 1 through 5, then press Start to begin your selected stage. Be warned: The manual's hint for 99 continues does not seem to work.

It's hot down in the lava pits of Stage 2, but up here, where it is cooler, you have to fight this demented martial artist. Use your ordinary kicks against ordinary foes, such as birds, and save your special kicks for more-talented enemies, like this guy. Try to time your attacks and jumps to avoid his fireball.



This devilish character at the start of Stage 4 is protected by frightening skull-birds. The trick to getting past the birds is to study their regular flight patterns. Some fly in rectangles, others in circles. Kick them out of your way or avoid them.



Meet Buddhadoma, one of the end bosses. Don't try to defeat a boss unless you have a full supply of special kicks. Here, the player has seven 360-degree Spin Kicks. This move is good for enemies in front or in back of you. Use another tricky move, the Tornado Kick, against enemies that you meet in midair.

SKI OR DIE

The fun of the original *Skate or Die* game moves to the snowy slopes and half-pipes for white-hot winter sports action. Bodacious Rodney and Bionic Lester compete in five events, which are casually related to downhill skiing, snowboarding, innertubing, and snowball tossing. This game is a wintry version of the same sort of warm-weather challenges faced by the California sultans of the skateboard. As you might expect, *Ski or Die* is not set in an ordinary ski resort. Here, you meet such creatures as bunnies with chain saws, punk rock penguins, and bothersome bears.

Check out the secret messages in Rodney's ski shop by moving the pointer around. Bring it to his ample belly: "Hey: The altitude increased my appetite." Check out some of the boots: "What d'y mean they're too big? Wear more socks."

Here are the paths to the five events. Snowboard Halfpipe: The maintenance of the pipe leaves much to be desired. Downhill Blitz: This course must have been designed by someone who has never been on skis. Innertube Thrash: It's a lot safer in a bathtub. Acro Aerial: How many points for a face plant? Snowball Blast: It's you against the kids, and they're pros.

You know Downhill Blitz is going to be tough when you are dropped by a helicopter onto the top of a pointy peak. The goal is to make it to the finish line. There is a 1,000-point bonus for making it without a wipeout. You also can pick up extra points by doing a few special tricks, such as Backscratchers, Daffies, Spread Eagles, and 360-degree Helicopters, as you jump over trees, bushes, and gullies.

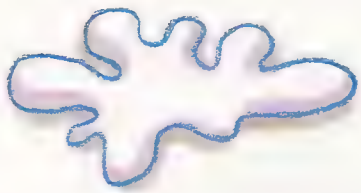
To master Snowboard Halfpipe, head down the pipe as fast as you can, avoiding punk penguins, chain-saw bunnies, and half-buried logs. The faster you go and the more bodacious your tricks, the more points you earn.

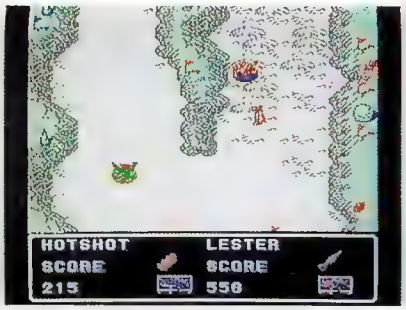
Super Strategy: You receive full points in the first time you execute a new move, and half points for repeats. Go first for variety, and then go back over your repertoire for bonus scores.

Acro Aerials is an acro-batty event. Fling yourself off one side of the hill and hit the incline on the other. Use your control pad and the A button in combination to perform such stunts as the Moebius Flip (Down-Right or Up-Right and A), the Spread-Eagle (Up and A), or the Backscratch (Down and A). You earn from no points for a splat to 10 points for a real wowser.

The secret of Snowball Blast is to watch for the star. Hit it with a snowball, and you get a short period of unlimited, rapid-fire snowballs.

Super Strategy: Don't bomb a ski instructor. If you do, you lose 25 balls.



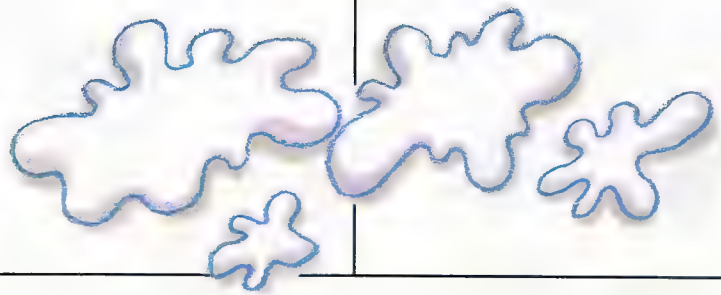


Scarf up dinner forks, lawn darts, and scout knives to puncture your opponent's tube. Grab patches and pumps to repair your own. Watch out for the teeny mousetrap and the larger and more dangerous bear traps on the course.

Super Strategy: The special items in the Innertube Thrash are tempting and bring in 50 or 100 points, but don't forget your goal is to cross the finish line first. It's worth 1,000 points.

It may be cheating, but there are no real rules in this game, so who is complaining. Use a joystick with a slow-motion feature to slow Arco Aerials or Innertube Thrash to a more reasonable rate of speed.

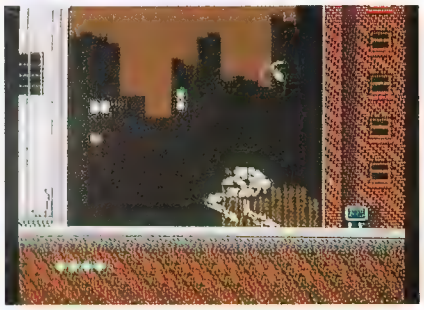
Knock down as many of your attackers as you can, but always defend your fort. Stay in the front and center, or one of the enemy snowballers may sneak up and frost your cookies at close range.



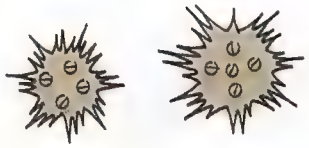
METAL MECH

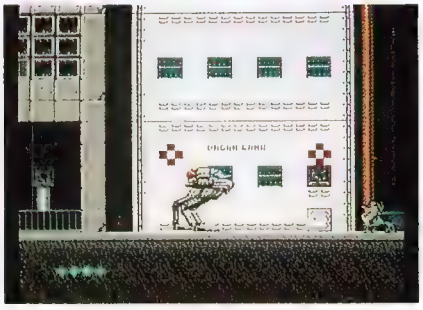
This is the story of a man and his machine. You are Tony Martin, the last hope for the people of Earth in their battle against the Metal Mechs. Tony is the pilot of the only captured Metal Mech vehicle on the planet. It is an impressive machine, a heavily armored, heavily armed three-legged stomper.

There are six levels between you and the Alien Queen: the City, the Towers, the Sewers, Atlantis, the Alien City, and the Alien Queen's Mothership. You can't win the game without collecting special items, and to find them Tony has to leave the safety of Metal Mech vehicle and explore on foot.



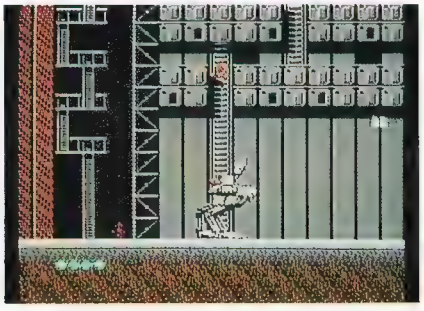
Tony sets out in the City to search for enemy Mechs. Special items here include smart bombs, extra lives, and this level's key, which you need to exit to the Towers. Overhead is an annoying Heli-bomb. When it pauses above you, it is preparing to dive down.





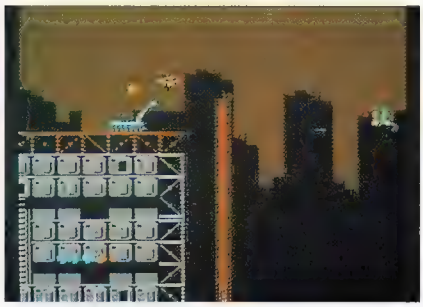
At bottom right is a Mech Dog, a cyborg watch-machine for the Mechs. It won't harm you, but you have to get rid of it to stop the bad guys. In this game there are no good guys, so shoot at everything.

Super Strategy: Some items change to an icon after they have been struck. Collect them by running into them.



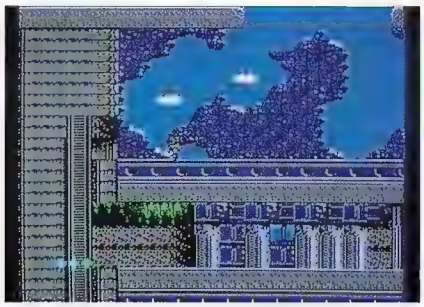
Here, Tony Martin has ejected from his Metal Mech and is heading up the scaffolding of this building in the City.

Super Strategy: The enemies and special items are always in the same place each time you play this game. You can improve your chances of success by making notes and maps as you go along.

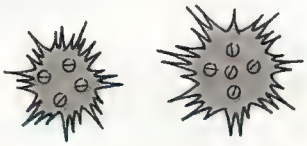


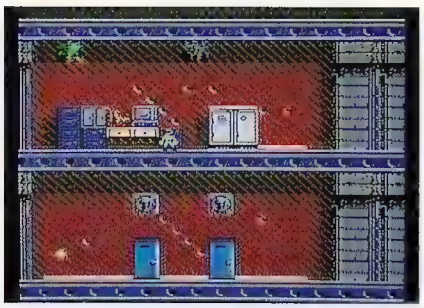
You're not immune from attack, even at the tops of the buildings. Here, a catapult prepares to throw a star-burst weapon that is intended to explode over Tony's head.

Super Strategy: You need to find the exit from each level after you have found the key. In the first level, just keep walking as far as you can to the right. In the upper levels, you have to explore after you have the key.

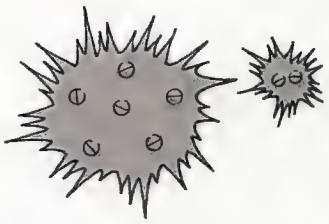


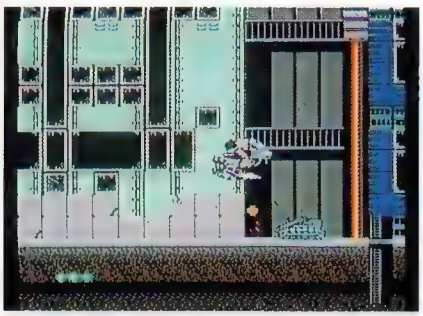
The end of Level 1 leads to the Towers. The worst enemies here include the Wheel, a rotating mine; the Pogo, a bouncing electrical charge; and the Electro, a powerful jamming device, which makes the radio controls of your Mech act crazy. Tony has to get out and destroy the Electro to regain control of his vehicle.





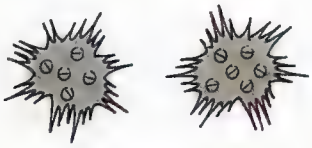
When you reach the Alien City, you have two important assignments: freeing the human prisoners and destroying the alien complex, especially the Alien Queen's eggs.

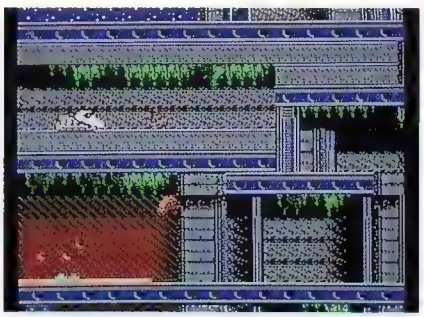




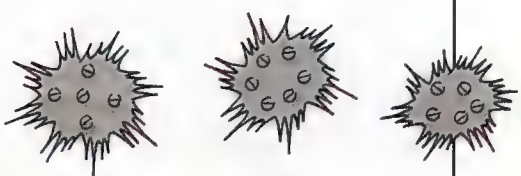
Below your feet in the later part of the City is a sewer pipe. Once you discover the hidden entrance, you can find special items down there. Watch out for the rats in the sludge.

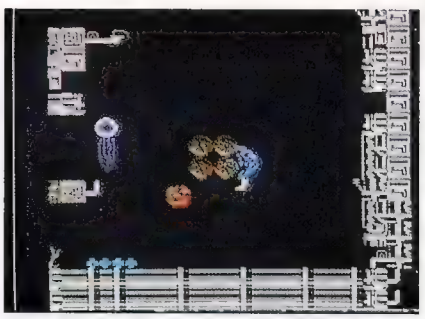
Super Strategy: Don't try to steer the Mech while you are firing its gun; the weapon control takes over.



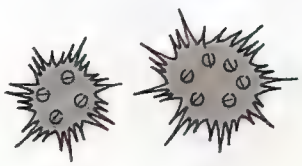


Special items are the secrets of success in this game. You want to upgrade the power of your reactor from green (normal power) to red (super efficient). Be sure to capture any Smart Bombs that you find. Use them carefully; they remove all your enemies from the screen.



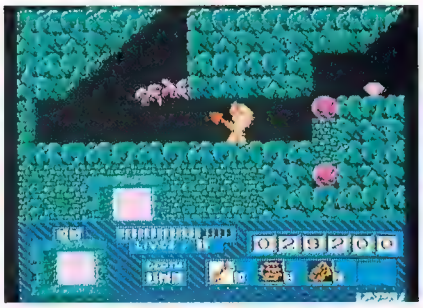


The sixth level of the game is unlike the other five. Tony is on his own, floating around in his jet pack in the Alien Queen's Mothership. The ship is a series of heavily defended mazes, protected by Alien Drones and Eyeshockers, like the tentacled thing shown here.



DIGGER T. ROCK

If you dug the classic arcade games *Digger* and *DigDug*, you will like this fun-filled adventure. In this game you are Digger T. Rock, a mini miner who has discovered a lost city full of golden treasures and fabulous ruins. Unfortunately, it is also filled with treacherous chasms, nasty flying creatures, and a few creepy crawlers. You make your way around the cavern armed with your trusty shovel and whatever special items you can grab.



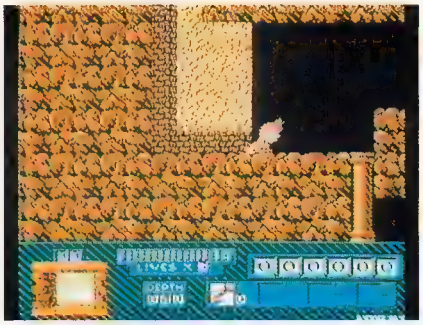
Your shovel is not only a digging tool, but it also makes a great flyswatter. Save jewels, like the one at mid right, so that you can shop at the trading stations in the towns hidden inside some of the caverns. One jewel is worth one supply unit, which equals eight sticks of dynamite, eight rope ladders, or 26 throwing rocks.

When you clear the rocks and earth from around one of these large rocks, you can use the boulder as a weapon against a foe below. The rocks are also valuable as platforms.

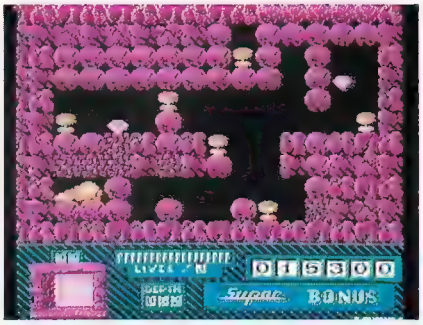
Super Strategy: Each time you go into a trading station, you only can make a single purchase. If you have more than one jewel, go out of the shop and then go back in to buy again. You can do this as many times as you have jewels.

You need sticks of dynamite to blast difficult enemies and to clear your way out of dead-end passageways. When you have explosives in storage, select them from your supply chart and press the B button to detonate them.

Super Strategy: There is an alternative to running away from dynamite that is about to explode. Kick the sticks in the direction you want them to go.



The key to getting out of each cavern is the secret pillar. When you find it, push down on it and travel with it to the lower portion of the cavern. The door symbol at the bottom-left corner of the screen opens, and you have 60 seconds to find and use the exit door before it closes again.

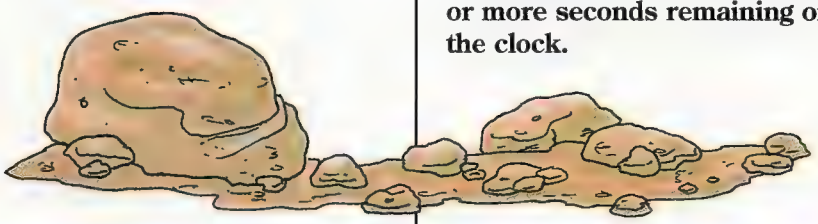


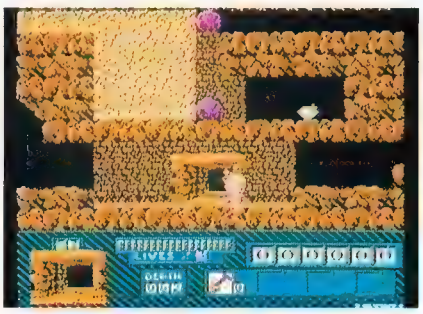
Between each level there are bonus rooms. Move as quickly as you can to collect the treasure. If you grab all eight pieces before you are crushed by a rock or run out of time, you earn an extra life.

Super Strategy: A second bonus room appears only if you left the previous cavern with 40 or more seconds remaining on the clock.

There are only so many times that Digger can land on his head, even with a hard hat. To avoid losing a life, collect rope ladders and use them whenever you can. Stand at the edge of a cliff and select the ladder from the supply chart; press the B button to install it.

Super Strategy: For a really long drop, you can attach one rope ladder to another by selecting the ladder and pressing the B button while you are standing at the bottom of the first ladder.

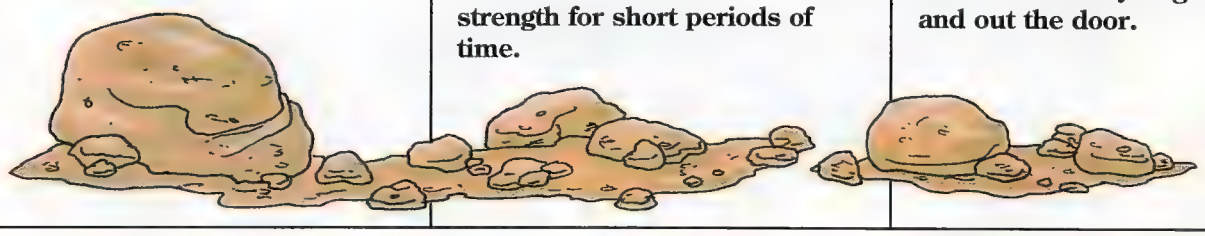




Here's the doorway out of the first cavern. If you don't make it to the door in time, return to the pillar and push it down again. You may need to draw a map showing the route from the pillar to the door.

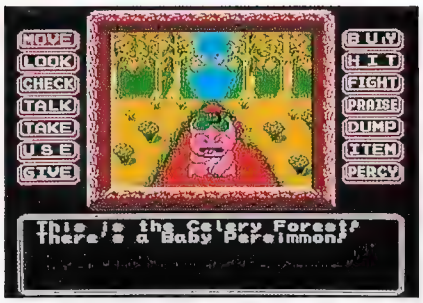
When you dig into some rock walls, you uncover power-up mushrooms. They just sit there until you kick them. Then you must chase after them to collect the power-up. The mushrooms make you invulnerable and able to perform superhuman feats of strength for short periods of time.

You never know whom you'll meet down in the cellar. This giant pink dino is standing guard near the exit door. Experiment with your full range of supplies, from your shovel to rocks and high explosives, to find the best way to get past him and out the door.



PRINCESS TOMATO IN THE SALAD KINGDOM

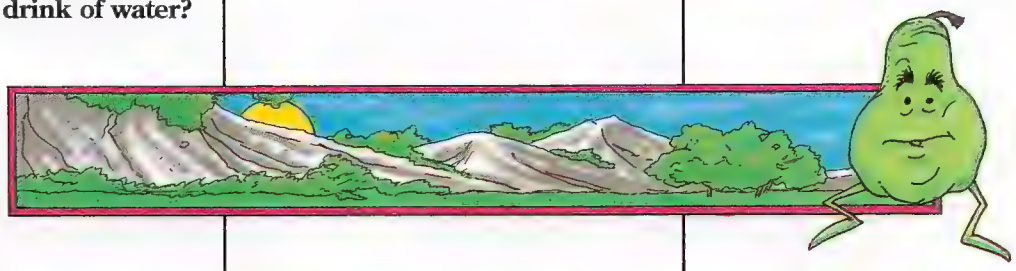
This farm-fresh role-playing adventure is cast with unique fruits and vegetables. There is Minister Pumpkin, King Broccoli, Sir Cucumber, Radish Ron, Percy Persimmon, and Princess Tomato herself. This clever, gentle adventure in the world of the Salad Kingdom requires a quick mind rather than a speedy trigger finger. Explore the worlds, search for clues, talk to the townspeople, and use your creativity to rescue Princess Tomato.

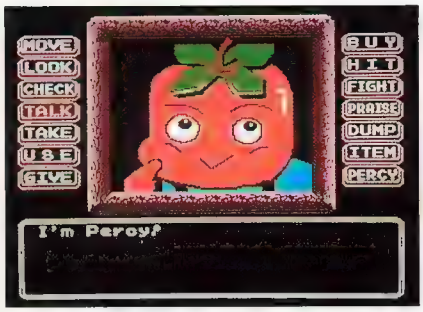


A critical element of this game is enlisting Percy as your guide and companion. As you walk through the Celery Forest, you meet a poor baby persimmon, whimpering with thirst. What's a thoughtful explorer to do but search for a cool drink of water?

LOOK at the signpost for directions. You want to visit the Melon Patch and later try to find a way into Saladoria. But first there is that matter of a drink of water.

TAKE water from Lake Quench. You can carry only a limited number of items before you must use the DUMP command to dispose of unnecessary baggage.





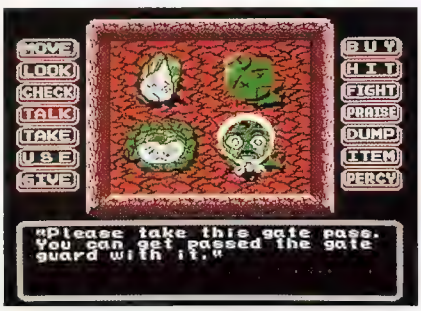
Work your way back to the Celery Forest and GIVE the water to the parched persimmon. The revived and happy fruit is named Percy, of course. Now, you can choose the PERCY command to seek his advice.

Even with your gate pass, the guard at the gate to Saladoria is tough, but he has a habit of dozing off to sleep. Check PERCY from time to time for an alert and then sneak by.

Super Strategy: This code takes you directly into Saladoria: CPPJKSQ.

Check out the shops and restaurants on the main street of Saladoria. TALK to everyone you meet. The girl at the Juice Shop tells you that one of the guards likes grape juice—a good reason to stock up on the purple stuff. TAKE the letter that Mr. Pear gives you in the Antique Shop, then go to the Deli and deliver it to Ms. Peach.

Super Strategy: You need the Crest of Resistance to get past the Electric Shop.



When you head for the Melon Patch, you find Prince Lettuce unconscious and buried in the ground. GIVE him some water, and he shows you the way to a secret passage under the fence. On the other side, water the fruits and vegetables you find there.

Super Strategy: Don't bother with Honey Dew, Water Melon, and Nappa. Cantaloupe is the character that has the gate pass to Saladoria.

You collect gold as you move along, but the storekeepers in Saladoria won't take it. Mr. Garlic suggests that you go to the Mountainside and meet Mr. Corn. He gives you this clue: Go back to the Antique Shop and trade your gold for coins.

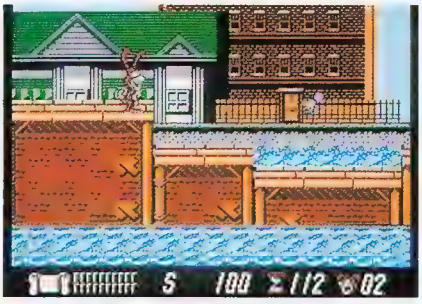
Super Strategy: Jokes can hide clues. Try to TAKE the fountain in Saladoria, and the game will say: "I suppose next you'll ask me to hit it!" Go ahead and HIT it; a coin falls out.

Mr. Garlic will shut his mouth and refuse to give you any more hints until you BUY him a cup of coffee, so save a coin to spend in the Coffee Shop. Next, Garlic has the nerve to demand a donut. Try the Cabaret, home of Misses Apricot and Lemon, but watch out for the mean guard and stay out of the rest room.

Super Strategy: At the Police Station in Level 3, avoid Sgt. Pepper, but CHECK the jail cells for friendly faces.

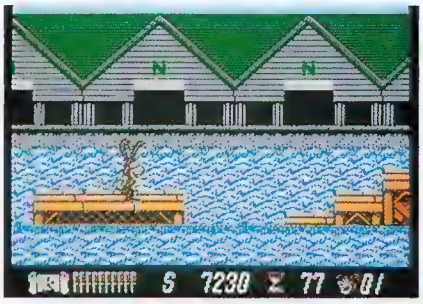
YO! NOID

Noid got his start as a clay figure in a pizza commercial. He moved on to T-shirts, toys, dolls, and candy. Now, he has his own Nintendo game, a silly adventure with great graphics that is fun to play. In his commercials Noid tries to make pizza deliveries late. In the game it is Noid who is in trouble. A range of problems stands between him and his evil twin, Mr. Green. Noid's fearsome weapon is a yo-yo, which he whips around while his expressive face changes from a happy-go-lucky grin to a look of grim determination. Other special items include the Hyperboard skateboard and Pizza Crusher pogo.



You start the game with a not-very-leisurely stroll along the waterfront. Jump through the scrolls that are scattered on the screen. Each scroll builds your power for magic.

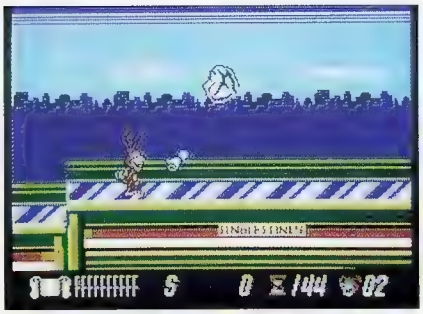
Super Strategy: Hit the larger scrolls with your yo-yo to break them open and release magical power.



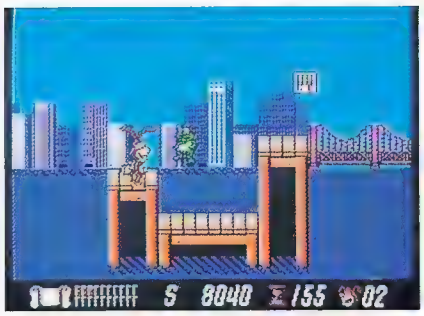
The challenge in the wharf level comes not only from the left and right. Pay attention to the seabirds above you and the flying fish below, and watch out for the incoming tide. The water level regularly comes up high enough to flood the lower sections of the wharf.

Super Strategy: If you are stuck on a lower level and the water is coming up, you may be able to survive by jumping straight up in the air.

After each odd-numbered round, you get to participate in a pizza-eating contest, just for the fun of it. The rules are simple: You are supposed to eat more pizza than your opponent. The more scrolls you collect in the regular part of the game, the more pizza you can eat.

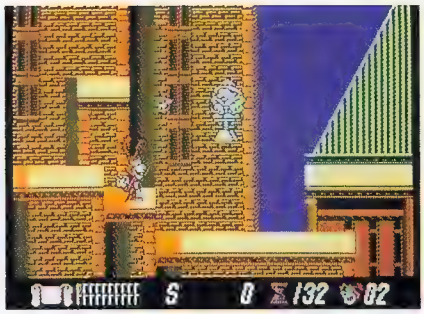


When you enter the ice level, Noid suddenly loses his grip. He slips and slides. Watch for dropping icebergs; they shatter and little cubes skitter all over the place. Stay out of their way or they freeze you.

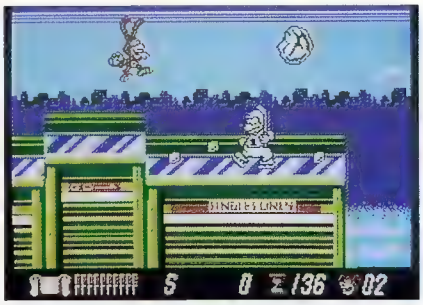


As you move along the sunken wrecks and buildings, your little rowboat faithfully follows along below you. Jump in and out of the boat as needed, but you can only score points up above.

Super Strategy: Watch out for the freaky frogs; they hide in cracks.



If you can knock the man on the Pizza Crusher off his perch with a well-placed yo-yo toss, you can grab the pogo for yourself.

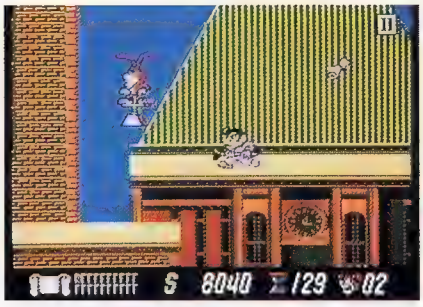


On this level you meet a crazed hockey player. He thinks that your head is a puck and that the skyline is his goal, but he is no match for a few well-placed hits from your yo-yo. Don't get too close, and you should expect it to take three hits to send him to the penalty box.

Super Strategy: High over the ice rink is a hidden bonus room.

On the rooftops of the Big Apple, you run into this nutty plumber, who is armed with a plunger. Work on your yo-yo skills. Learn to "shoot the moon" by throwing the spinner straight out; it's a real knockout.

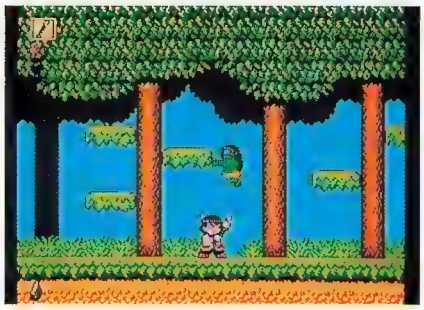
Super Strategy: Toss your yo-yo while you are in midair to fend off enemies that are above you and to your right. Press the A button to jump and then the B button to toss.



You stand a better chance against the plumber if you can face him riding on a Pizza Crusher. In this screen there is a magic spell in the upper-right corner. You must have enough scrolls to power a magic spell before you can use it.

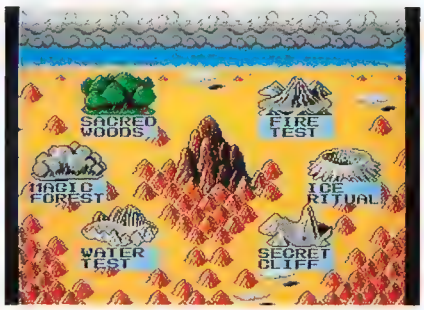
WHOMP 'EM

Whomp 'Em is a jump-and-spear adventure challenge. You control Soaring Eagle, a young Indian brave, who fights his way across eight tricky levels. After the first level, you face your choice of the Sacred Woods, Ice Ritual, Water Test, Secret Cliff, and Magic Forest, and then go on to the final challenge, a secret Cloud level that automatically appears at the game's end. Soaring Eagle starts out equipped with just a spear, but he can pick up special weapons and abilities that come in handy against his enemies.



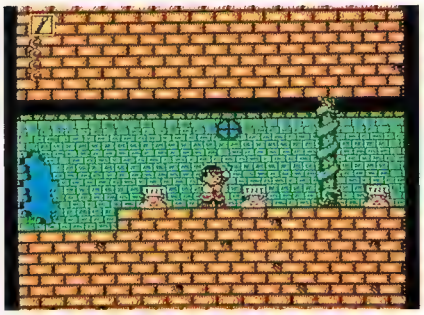
The Sacred Woods is a good place to start. You jump from platform to platform to get to the top of cliffs. On this screen go left first to move right because the lowest platforms are too high to reach.

Super Strategy: It is not necessary to fight every enemy you meet. You can jump over many of them, and they eventually fall behind. Jump the first bearlike creature you meet in the Sacred Woods.

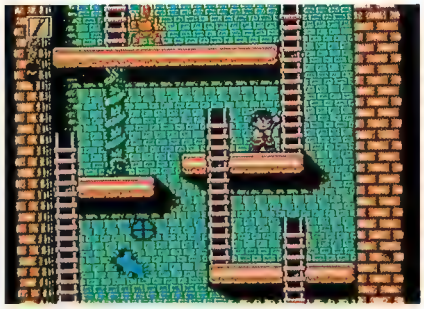


After working your way across the introductory level that lets you practice your jumping, spearing, and climbing skills, you come to this map of the next six levels. The order in which you face the challenges doesn't matter.

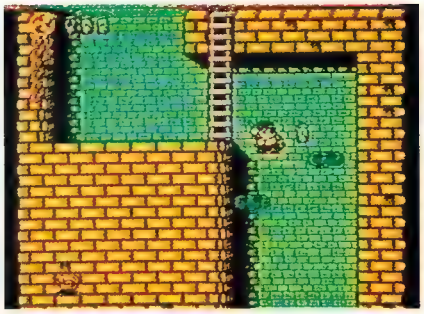
This guardian of the Secret Cliff is easier to get past than he looks. You can stand and spear him, but if you can jump above him and then land on his head with your spear pointing down, you have better luck.



Past the guardian, you enter a low hallway packed with stacks of TNT. Time your jumps so that you land between the explosives. They are irregularly spaced, so don't get stuck in a repeating rhythm.



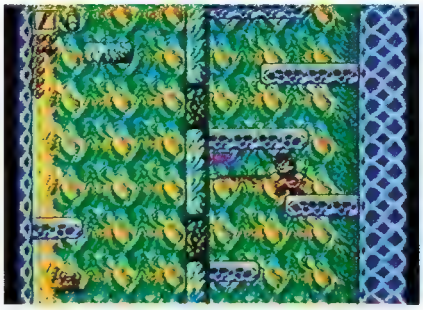
Here in the Secret Cliff, watch for pursuing robots, like the yellow guy in the upper-left corner. Don't become distracted from the deadly bouncing balls that come down the ladders. You can't destroy them, so find places to duck out of their way.



The first time you do this, you just have to trust that it will work. Jump back and forth from one platform to the other. The platforms follow you up one step at a time. There is a hidden heart at the upper-right corner of this section of the Secret Cliff. Go there first, and then exit to the top left.

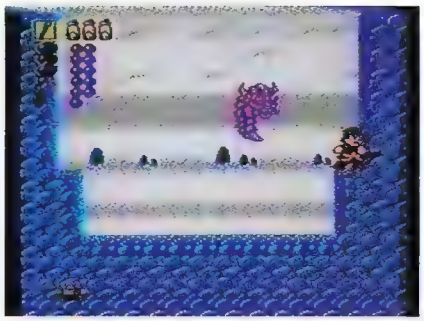
At the end of the level, you run into this ball of trouble. He bounces around dangerously and then pauses for a moment to change form. Take that moment to strike: Spear at him from above while he is on the ground. When you destroy him, he gives you the Dart totem, which allows Soaring Eagle to shoot his spear.

Most of the eyeballs in the Ice Ritual are just decorations. At the start of this level, you work your way downward, often jumping off into space without knowing what is below. Beware of spikes. Some of the blocks near the eyeballs crumble and fall when you land on them. The lower down you get in the channel, the faster you need to move, since other creatures come up at you.



You have to clear both sides of this tube. The right side is an easier path and has many landing zones. When you get to the bottom, you have to work your way back up. On the left side, hug the edge of the screen as much as you can to avoid blocks and creatures that are coming up.

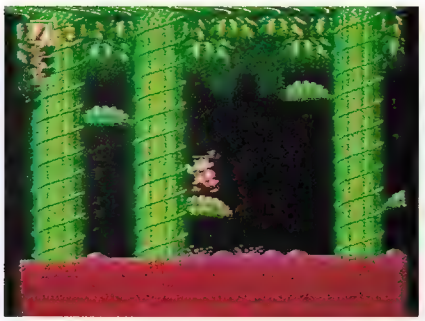
Super Strategy: Keep your spear pointed downward any time you drop down a tube. You won't have any warning from some of the creatures you meet, but your spear can offer them a proper greeting.



The boss of the Ice Ritual is tough. Each time you stick him with your spear, he breaks into four pieces and comes back at you. Keep on poking at the small pieces until they are gone. Your reward is the Cloud totem, which permits Soaring Eagle to fly through the air.

Watch out for slow creeping snails in the Magic Forest. They stop at nothing and constantly get in your way. The key to survival here is to learn the snails' predictable pattern. They always follow the same path. You can fight them, but why not jump over them?

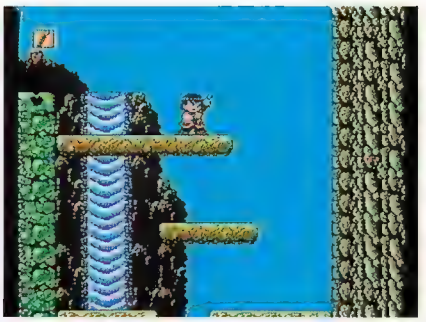
Super Strategy: Time your jumps over the flowers to avoid the deadly seeds they spit. In this challenge the only way across the abyss is to jump from the highest knob at left.



Here's a particularly tricky section of the Magic Forest. You can avoid the lava at the bottom by jumping onto the leaves of the big trees. Be careful because the leaves fall down with your weight. Bounce off them immediately to climb higher.

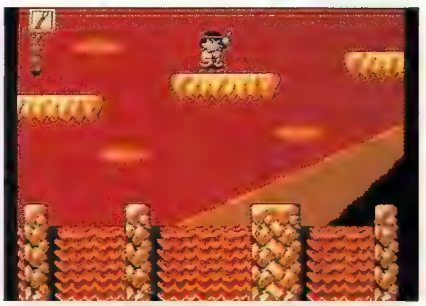
Super Strategy: In the Magic Forest you can catch a ride on the pink leaves as they move from right to left or left to right. Be sure to jump off before they leave the screen.

The Water Test begins with an easy underwater swim. Jump over the octopuslike creatures at the bottom. Jellyfish split into small pieces when you spear them. The little pieces are just as dangerous as the big ones, so watch out.



Getting down the waterfall is easy; the difficult challenge is climbing back up. As you work your way up from ledge to ledge, use your spear to poke at enemies from below. This way you clear out the bad guys without having to fight them on their small ledges.

Super Strategy: Grab any hearts or other special items you uncover. Most icons drift up out of range if you don't go for them quickly.



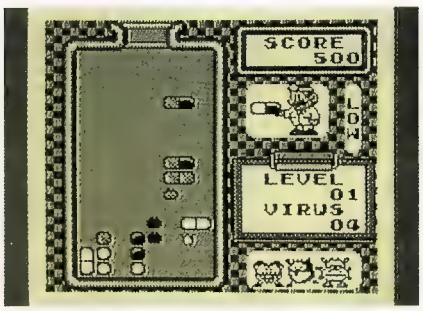
Your goal in the Fire Test is to keep Soaring Eagle cool. Learn the rhythm of the dropping boulders, as you perch above the flowing rivers of lava. But don't take your eye off them when they pass because some bounce back like rubber balls.

Super Strategy: To defeat the blue ghost boss at the end of the Fire Test, poke at it until it turns into a bouncing, fiery devil. At this point a good thrust from underneath dispatches him, and you win the Fire wand.

GAME BOY

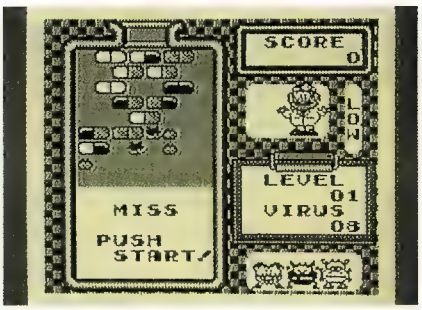
DR. MARIO

Dr. Mario is a worthy successor to *Tetris*. Your assignment is to rotate and move descending capsules so that you can arrange horizontal or vertical groups of four or more. When you do this, the group comes off the screen and any capsules above drop down until they reach solid ground. To advance to upper levels, you have to clear groups that include viruses. It sounds simple, but the game is incredibly difficult to master.



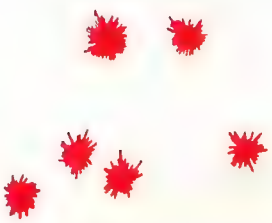
Here in an early stage of the game, you control the descent of a gray and black capsule. If it stays in its present column, it fills out a gray foursome that includes a virus. The double gray capsule, second in the stack, also will disappear, causing the two black pills to land on top of the white double below. Look for a double black to remove them.

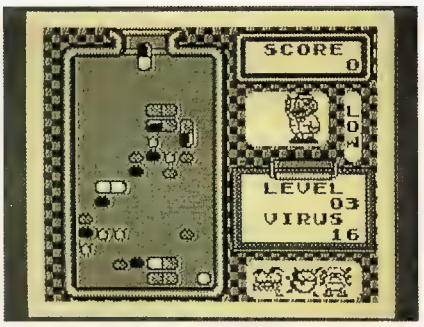
Super Strategy: At the start of the game, you select a starting level and speed. The automatic assumption is Level 1 and medium speed. Beginners should set the speed to low. The speed of the falling capsules is boosted after every group of 10.



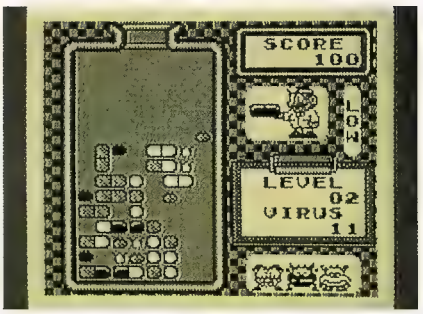
Don't expect much sympathy from Dr. Mario if you fail to survive the onslaught of viruses and let the capsules reach the top of the bottle.

Super Strategy: The speed you choose affects the number of points you can score. At low speed you earn 1,600 points if you destroy five viruses at once; at high speed the same feat is worth 4,800.

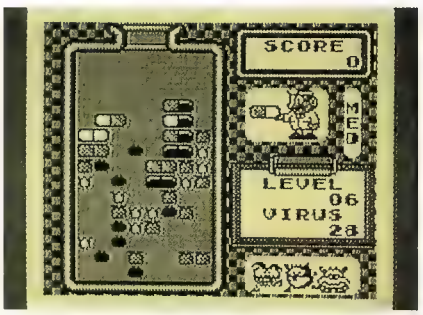




Dr. Mario has flipped you a capsule you don't need; try to put it where it won't get in your way. Bring it to the right as a vertical, and then turn it on its side just above the bottom of the screen, with the white portion facing right.



Bring the black all the way to the left as a vertical and look for another single or double black to clear the column.

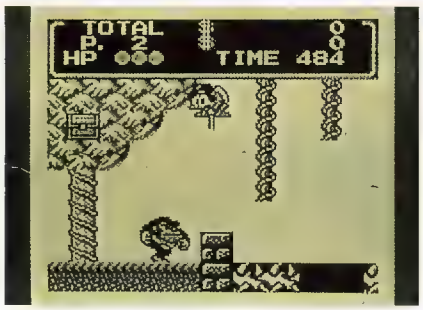


Here are 23 to clear. Scan the screen and pick a target or cluster of targets that open a section for points and later for storage of unneeded capsules. Here, find black capsules to score points using the black viruses on the left side.

GAME BOY

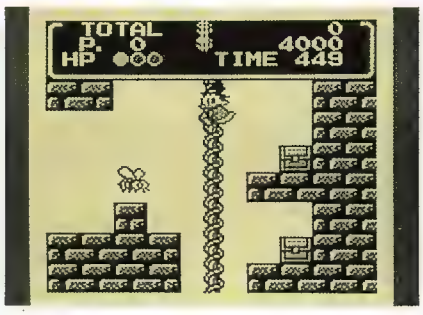
DISNEY'S DUCKTALES

Scrooge McDuck, everyone's favorite skinflint, is now on Game Boy. Scrooge is accompanied by his nephews Huey, Dewey, and Louie. Other characters from his cartoon show, including propeller-head Launchpad, Gizmo the robo-duck, and baby Webbigail also join the fun. Scrooge is searching for money, naturally, and visits the Amazon Jungle, African Mines, Transylvania, the Himalayas, and even a space station on the moon.



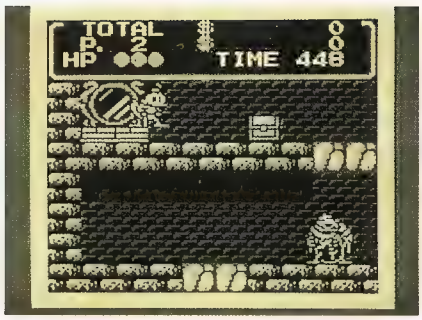
Here in the Amazon, Scrooge takes to the air using his cane as a pogo stick. He can land on the gorilla and bounce off his head to the treasure chest in the trees. There are two ways to open treasure chests: Hit them with direct pogo jumps or push them off cliffs.

Super Strategy: Somewhere in these ruins is the missing Sceptre of the Incan King.

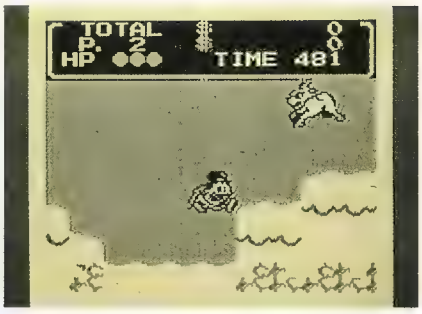


Uncle Scrooge can get to upper and lower levels using vines, like this one in Transylvania. To make Scrooge jump off a vine, press the A button or use the Up or Down arrow to reach the end of a vine.

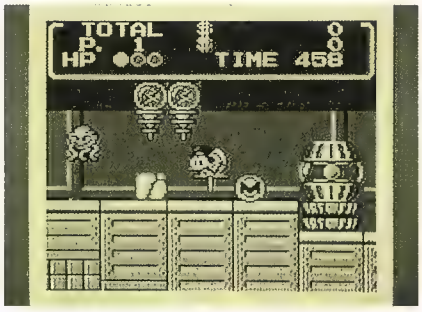
Super Strategy: To get past an impossible foe, sacrifice some of Scrooge's life force. When Scrooge is hit by an enemy or obstacle, he flashes for a few seconds. During that time, he is invulnerable and can continue to move.



To enter the African Mine you must have the skeleton key. Push the treasure chest out of the way to the right and then continue down and to the right to find one of the transport mirrors that takes you to Transylvania, where you find the key in a treasure chest.



In the Himalayas, above the clouds, walk carefully. There are stretches of slippery ice and deep snow. Scrooge can't pogo jump in the snow.

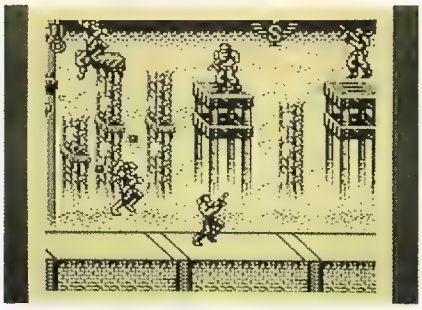


Scrooge is exploring the space station on the moon. The trick here is to obtain the remote controller and summon Gizmo. He helps you find the boss and snatch the Green Cheese.

GAME BOY

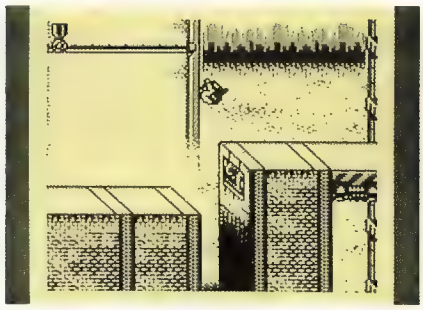
OPERATION C

In *Operation C* you become Corporal Lance, known as Scorpion, and his partner Sgt. Bill "Mad Dog" Ko, battling the evil Black Viper. There is nothing tricky about this game: When you see an enemy, you shoot it. You meet Battletron tanks, stealth submarines, laser cannons, and mutant killer aliens. The best strategic advice for this game is position. Most enemies have blind spots. Find the proper place to stand and fire away.



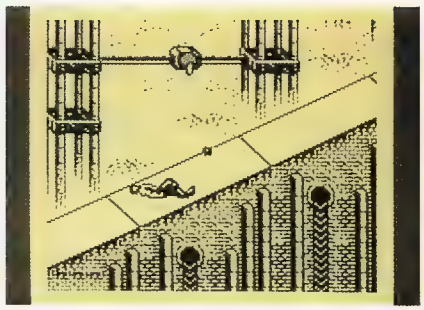
At the Outer Base, where the game starts, you have to keep your eyes skyward: Take out the snipers on the towers as soon as they appear by firing on an angle.

Super Strategy: Your most powerful weapon is the Hunter Gun. It fires special target-seeking bullets. All you have to do is stand out of the way of enemy blasts and fire your weapon. Use the Hunter in Stage 4, when alien pods burst open to disgorge millions of baby monsters. You find a Hunter to the left side of the screen just past one of the early pods.

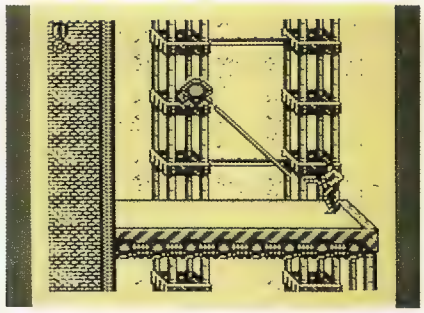


When you reach the upper level, be on the lookout for guns in the walls. There's one behind the hatch at the end of this building. Duck down to stay below the line of fire or vault over the wall.

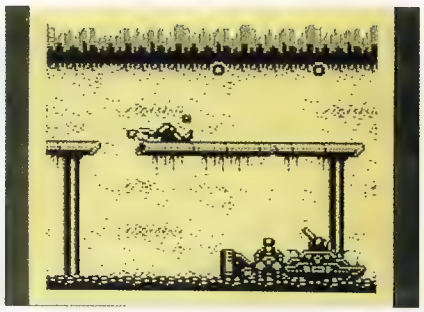
Super Strategy: Destroying the submarine that appears near the end of Stage 1 requires perseverance as you fire down at an angle. Don't take your eyes off the sides of the screen, because enemies on foot try to sneak up on you.



A flying gun pod travels on the wire between these two towers at the Outer Base. Shoot first and accurately.



You are exposed to danger when you ride this elevator. Flying gun pods come at you. Stand as far to the right as you can, and you have a few extra seconds to fire at the pods when they appear.

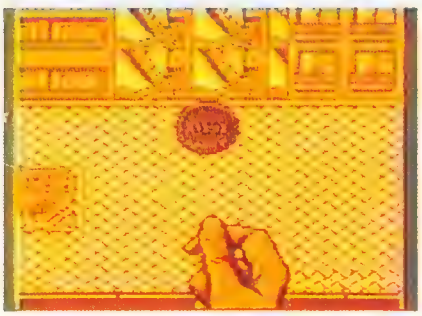


When you reach the Inner Base, the enemy brings out some heavy firepower, including this tank. To destroy the huge tank blow up its regular guns first so that you can get close enough to work on the Flame Gun. Shoot at an angle so that you are not in the line of fire.

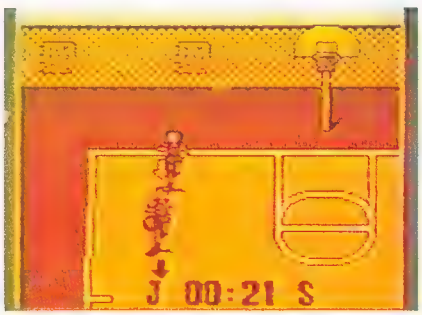
GAME BOY

IN YOUR FACE

In Your Face is the Game Boy version of the NES game *Hoops*. It's an elbows-out schoolyard half-court basketball game. The fast action of this game is heightened when you use a Game Link cable to connect your Game Boy to a friend's. The two-on-two game has all the excitement of a real game. *In Your Face* follows the major rules of half-court basketball, and game play includes passes, steals, jump shots, lay-ups, and slam dunks.



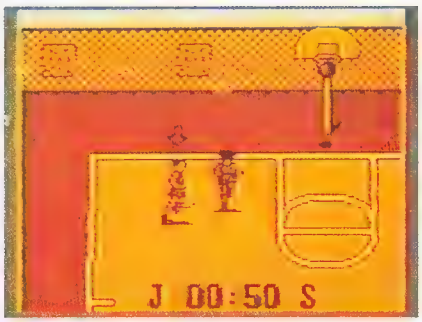
You can increase your odds of winning by the choices you make before the opening tip-off. Pelle is clearly the best player on the schoolyard, with Small a close second. Jones would make a good water boy. Here's how the players rate. The best score in each category is one.



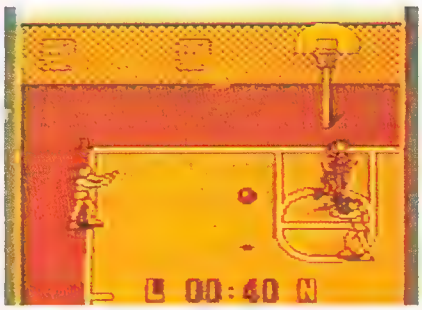
In half-court basketball, if you take possession of the ball inside the hash marks, you must bring the ball outside of the marks before you attempt a shot. A black "go-back" arrow will flash under your player to remind you to take the ball over the line before shooting.

	SPEED	STEALING	BEST DUNK
JONES	3	4	Left side
SMALL	2	2	Right side
PELLE	1	1	Right side
CARR	3	3	Left side

Super Strategy: When you select your team for a two-on-two game, the player you select first gets the ball first, so choose the quicker player first.



Playing defense in two-on-two games, try to keep the player you control close to the computer's player without the ball.



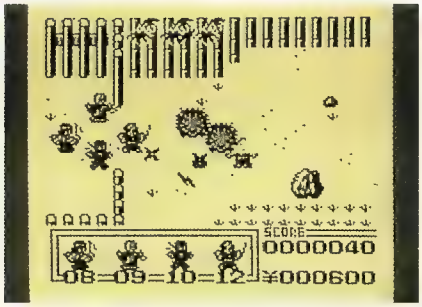
You can try to sneak in a goal from an in-bounds pass in a two-on-two game: Wait until your second player moves off the top of the screen and then pass the ball quickly. He keeps moving to the basket even if you can't see him.

In one-on-one games, the defending player automatically tries to block a slam dunk if he is near the basket.

GAME BOY

MERCENARY FORCE

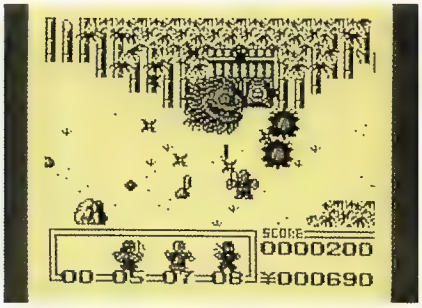
Here is a palm-sized kick-and-shoot game with unusual requirements for strategy and logic as well as a quick trigger finger. In *Mercenary Force* you select and control a party of four warriors in a battle against the Dark Lord. Each member of your party has different abilities and also can transform into a powerful Spirit Warrior. At any point in the game, you can arrange your group in one of four battle formations: Wind, Forest, Fire, or Mountain.



At the start of this game, the Mystic, Monk, Ninja, and Samurai head out in the Wind formation. This is a good pattern when you go up against widely spread-out enemies. Mountain formation is even broader based, but your team is not well defended in that pattern.

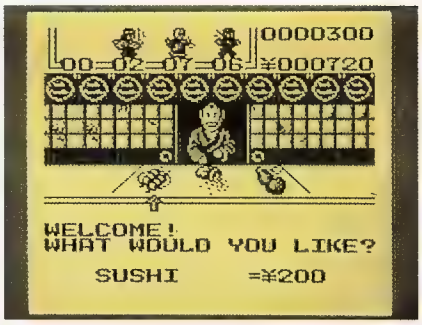
Super Strategy: Use the easiest challenge of Round 1 to experiment with each of the four battle formations.

Super Strategy: To start the game with 50,000 yen, during the title screen, press Up, Select, A, and B at the same time.

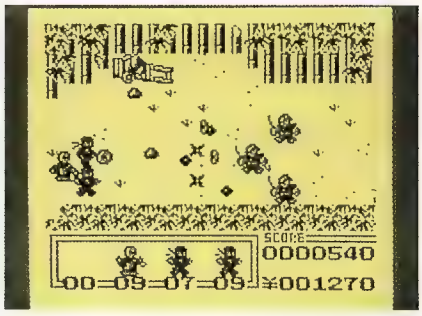


Ninja has transformed to the Spirit of the Wind. When you get the chance to restore the health of your force, don't load all the power onto one guy. Keep your team evenly powered.

Super Strategy: You can use the special power of the Monk to avoid a fight with any of the stage leaders. Move the Monk to the lead position. When the boss arrives (listen for his theme music and act fast), press the A and B buttons at the same time to transform the Monk into the Spirit of Time. You move right into the next stage, but you have to spend some coins to hire a new Monk.



You can never be too healthy, so don't spend all your money hiring a team. When you get the chance, fill up all your warriors with medicine, tea, and sushi. If you are short on yen, give your formation leader medicine and the troops sushi and tea.



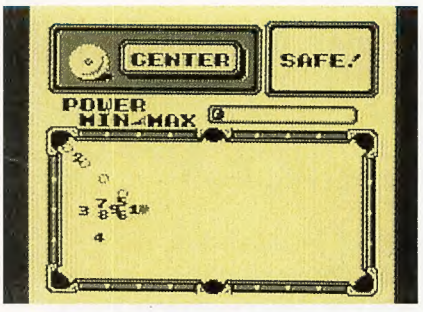
As you lose fighters, the formations modify their shape. Here is a three-person Forest formation, a pattern that emphasizes defense.

The Monk is the most expensive to hire. He has special abilities, but don't place him in the lead position of your force because he can't shoot straight—only on an angle.

GAME BOY

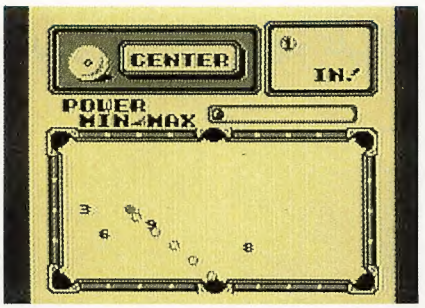
SIDE POCKET

Pool seems like a simple game. You hit the white cue ball into a colored ball and knock it into a pocket. If you have ever played the game, you know it sounds a lot easier than it is. The same is true of *Side Pocket.* The cartridge includes a 9-Ball game and the Pocket Play championship tournament. In each your goal is to clear the table by sinking the lowest-numbered ball first. *Side Pocket* works with the Game Link cable.



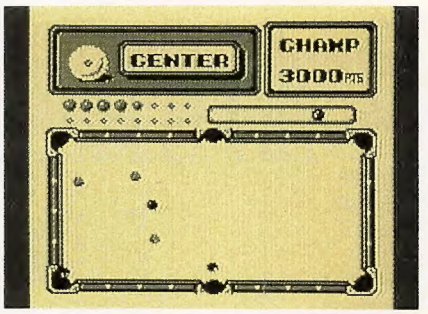
Here is a difficult shot after a weak break. Your goal is to get the #1 ball into the pocket, but #2 is in the way. Try to spread out the balls before you make a serious attempt at sinking #1.

Super Strategy: Press and hold the B button before you touch the arrow keys to adjust the English on a shot. The closer you move the on-screen hot spot to the edge of the ball, the more English is applied.

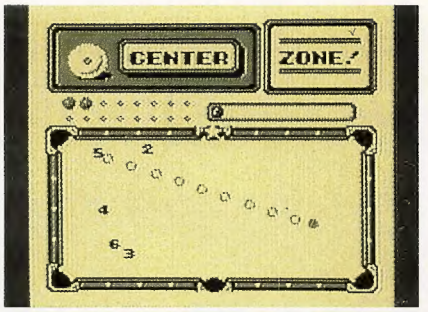


Applying English to the cue ball is one of the most important skills of the game. Striking the cue ball on center usually makes it stop after it hits the target. Hitting the ball below center, called a "draw," makes the cue ball retreat back toward you after hitting the target. Hitting above the center line, called a "follow," makes the cue ball tend to continue forward along with the struck ball.

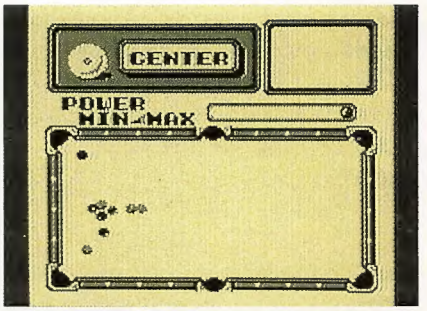
Super Strategy: If you get in a tight spot, you can call for a "masse" shot that hits straight down on the cue ball. Press and hold the B button and push the Up arrow five times past all the follow settings.



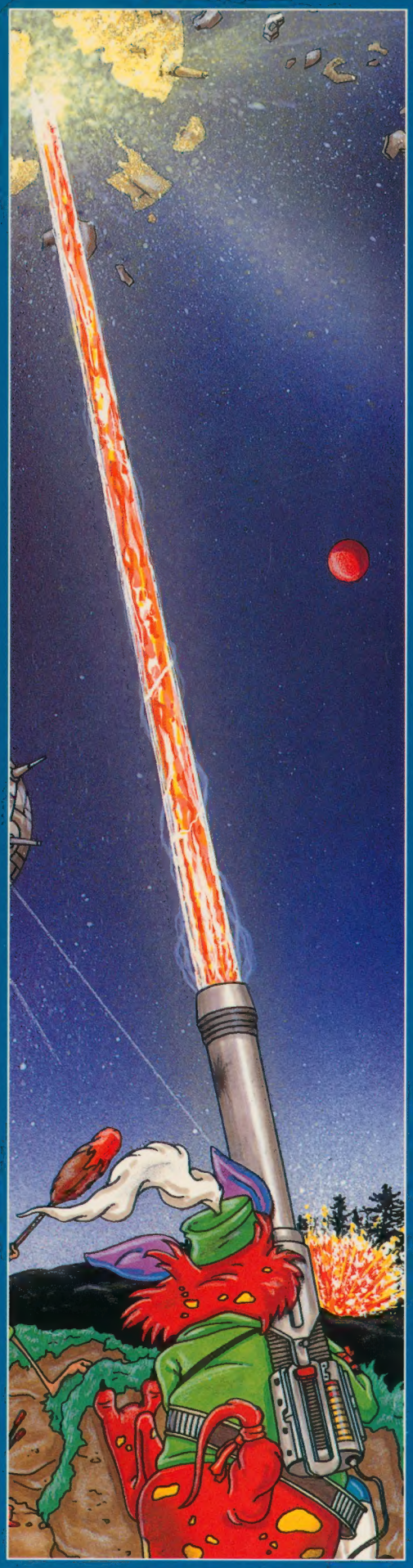
In Pocket Play you sometimes find a flashing star in one of the pockets. Sinking your target ball into that pocket delivers additional points or adds to your remaining balls.



The computer automatically displays the most obvious path to the low ball on the table. You can change to another ball if you wish. Use the arrow keys, without depressing the B button, to move the cue stick.



Applying English to the left or right makes the cue ball curve after it hits a cushion or another ball. You also can combine left or right English with a draw or follow. It is easier to apply draw or follow first.



Here's all the info you need to power up your game play:

- **Full-color photos of actual game screens**
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